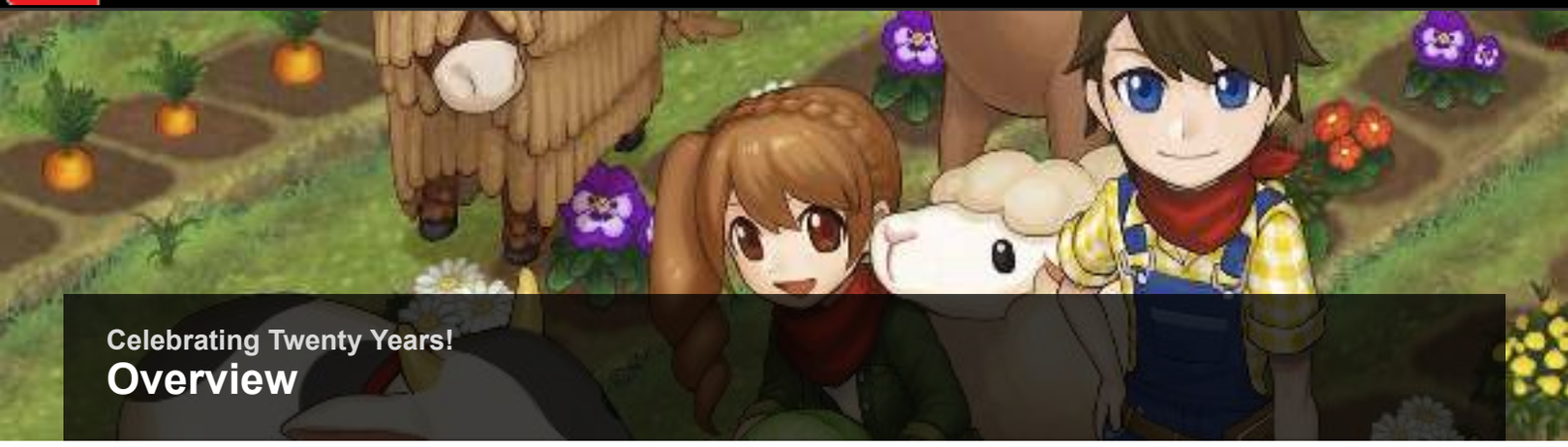


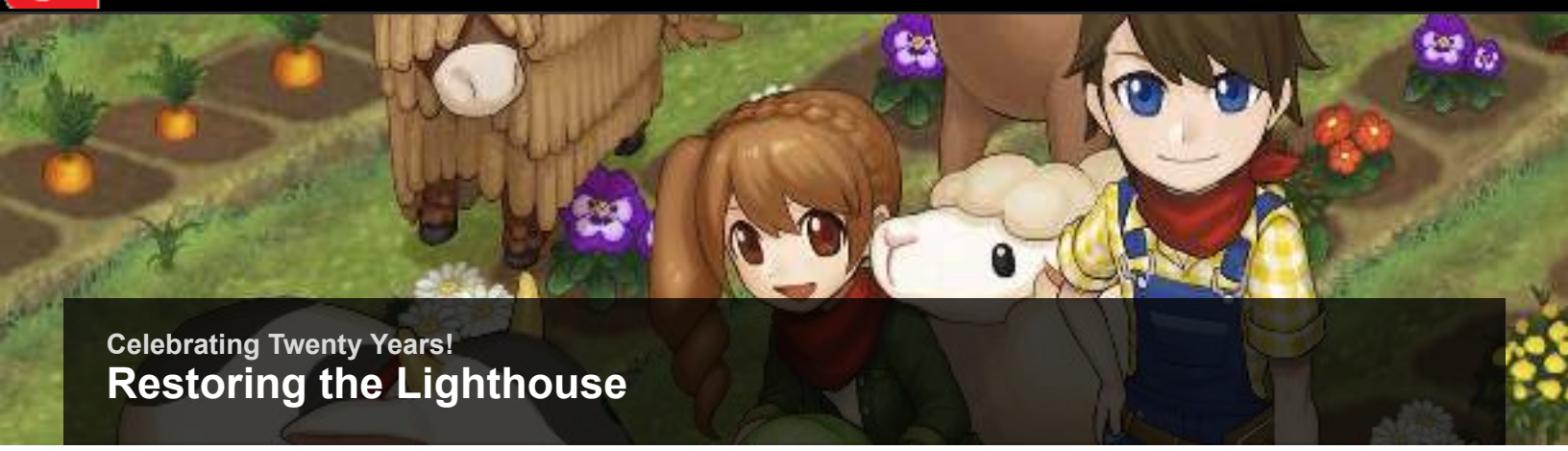
Celebrating Twenty Years!

Overview

Welcome, *Harvest Moon* fans, to a celebration of everyone's favorite, long-running farming franchise. Though it's hard to believe the series has entered its third decade, it's equally challenging to recall a time when the words "farming simulator" weren't part of the video game lexicon. Natsume's delightful series has graced nearly every gaming platform since its 1997 release on the Super Nintendo, and here we are in 2018 with the Special Edition of *Harvest Moon: Light of Hope* for PS4 and Nintendo Switch.

This book is more than a strategy guide for the latest installment, however. In an effort to honor the franchise's spectacular success, we've taken a look back at each one of the dozens of games released over the years. The expansive retrospective is a guided tour through the ages, showcasing the box art from each installment, along with plenty of screenshots to show just how far the graphics have come. Plot summaries and collections of fun facts aim to chronicle the many changes, additions, and experiments made within the *Harvest Moon* universe over the years.

As fellow *Harvest Moon* fans, it's been our privilege to take this walk down memory lane, hoe in hand, and we look forward to farming with you well into the future. But first…

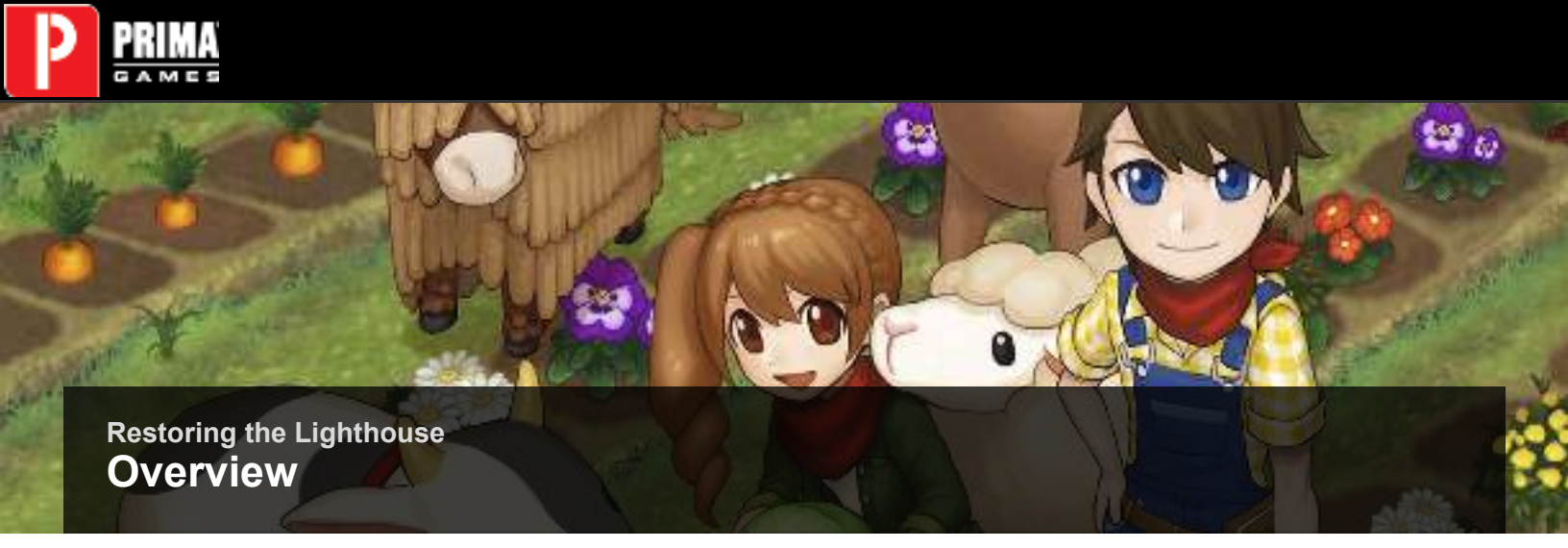


Celebrating Twenty Years!

Restoring the Lighthouse

Beacon Town's lighthouse has been hit by a colossal storm of unnatural power, and it's up to you to restore the island. Only by repairing the dozens of damaged structures and uncovering five lost Stone Tablets will you return the island to its thriving, bountiful ways.

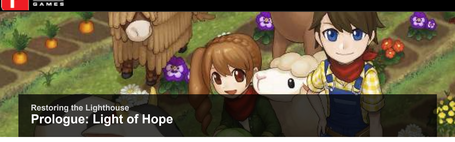
The bulk of this book is dedicated to covering the entirety of *Harvest Moon: Light of Hope Special Edition*. The following chapters include everything there is to know about the hundreds of crop mutations, festivals, and the many friendly villagers who can't wait to return to the island. Data-packed chapters reveal how to master the game's mining, fishing, and cooking abilities, while detailed tips help you complete every one of the hundreds of requests and reach a level of popularity never before seen in Beacon Town. Whether you're a veteran of *Harvest Moon* games or brand-new to the franchise, we're sure you'll find this book as helpful as it is entertaining.



Restoring the Lighthouse

Overview

Welcome to the walkthrough portion of the book. This chapter serves as a comprehensive guide to locating the Stone Tablets, resurrecting the lighthouse, and repopulating the entirety of Beacon Town. Here, you'll also find an introduction to each facet of the game, complete with tips regarding controls and techniques intended to complement the in-game tutorial.



Prologue: Light of Hope

Your First Day

On Character Creation…

If you're new to *Harvest Moon* and wondering what the differences are between playing as a boy and playing as a girl, know that this choice only affects who you can marry. There are five potential spouses for each gender in the form of bachelorettes and bachelors. All else is equal, and both sexes get to witness all of the friendship-building cutscenes.

The second step in creating your character concerns your birthday. Though you don't receive any gifts, the other villagers cheerfully wish you a happy birthday. Your only consideration here should be in picking a date that doesn't fall on a festival day, as that could lessen the time you have to interact with other villagers.

After washing ashore during a mighty storm, you wake inside the home of Jeanne, a promising herbal doctor and local lighthouse keeper. Though you remember being helped by a girl with blue eyes and short purple hair, the description doesn't ring a bell for Jeanne. Which is odd, considering nearly all of the island's inhabitants left after a massive storm several years prior. Sensing a chance to help, you volunteer to live on the island. Jeanne is thrilled to hear this and can't wait to show you a place to live—a farm at the edge of town.

Jeanne shows you to the farm and provides you with a **Hoe**, **Watering Can**, and **10x Cabbage Seeds**. Now it's time to learn the basics. Follow Jeanne's instructions and press the Action Button to till four plots in the grass with the Hoe (you can till more after the next dialogue break). Approach the dirt square and press the Action Button to select the Cabbage Seeds. Hold the Action Button to spread seeds across multiple plots. It's possible to spread up to nine seeds at once in a 3x3 grid.

Fill the Watering Can at the nearby well as instructed, then water each of the seeds you planted. The base-level Watering Can only waters one plot at a time, so you must water each individual seed. Doing this every day takes time, but you'll have an upgraded Watering Can with better range soon enough. Water the remaining seeds you planted, then head inside, as instructed. Despite it being only 10:00 a.m., Jeanne insists that you go to bed, so climb in and get a good night's rest. Day two will be much busier!

Mon Spring 1
10:00 AM
Jeanne
As a doctor, I suggest you rest for the remainder of the day. A good night's sleep will relieve you of your fatigue.

Context-Sensitive Tools

There's no need to worry about selecting tools from the inventory before going to work on the farm. Simply highlight the chosen object or plot on the ground and use the Action Button. The game automatically equips the character with the Hoe if the ground is untilled, seeds if the ground is tilled (you can cycle through available seed types using the Shoulder Buttons), the Watering Can if the seeds are planted, and available Fertilizer if the ground has been watered. Similarly, the Axe, Fishing Rod, and Hammer are also automatically equipped when targeting a tree, water, or a rock, respectively.

Study Up!

Access the bookcase beside the bed to browse your individual gameplay records or to read through a collection of gameplay tips. The tips are quite extensive and serve to explain many of the game's systems.

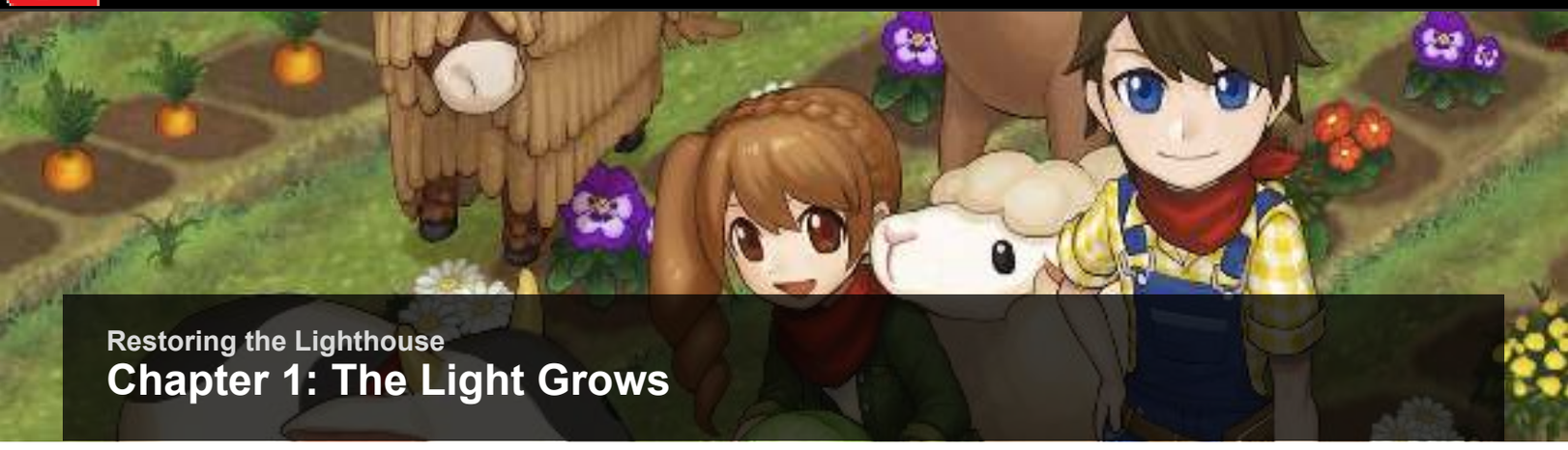
The First Stone Tablet

You're awoken by a strange voice calling for help from outside. It's Spring 2 at 6:00 a.m., your normal wake-up time from now on, and you rush to investigate. Follow the instructions and pull the weed from the ground with the Action Button. Doing so reveals the **FirstStone Tablet**, along with Rowan, the Harvest Sprite of Crops. Rowan doesn't know anything about the Stone Tablet, but suggests you ask Jeanne about it.

Water the crops you planted yesterday so you don't forget, and consider planting the other two Cabbage Seeds now that you can pull weeds. Head west from the crops and exit the farm via the gap in the fence. Follow the path north and climb the steps to forage any flowers you see. You find either Tulips or Marguerite flowers in spring—save any Tulips you forage, as they'll be needed before long. Similarly, pick up any Bamboo Shoots you find on the ground and save them for free Stamina replenishment later.

Enter the house on the hill north of the lighthouse, near the garden, and talk to Jeanne. She quickly recognizes the pattern on the tablet and leads you to the lighthouse, where she says a guardian lives and shines light upon the island to make it prosper. Sadly, the lighthouse hasn't shone in several years. At the base of the lighthouse are five empty panels the size of the Stone Tablet. Place the first tablet into one of the empty circles to restore a bit of the lighthouse's power.

Between Jeanne and Rowan, your mission becomes clear: you need to find the other four Stone Tablets to revive the Harvest Goddess. In doing so, you'll restore all of Beacon Town and build a thriving island community in which to grow old.



Restoring the Lighthouse

Chapter 1: The Light Grows

Once again, you're awoken by Rowan, only this time it's to alert you to a stranger's presence. He wants you to head to town right away. Follow the path south from the farm to the center of Beacon Town, where a traveling merchant by the name of Sam is wandering around.

Weather-Related Time Savings

Rainy and snowy weather may keep the villagers indoors for much of the day, but it's also a big help. There's no need to water your plants whenever it's raining or snowing. Trying to interact with the crops on a rainy day brings up the Fertilizer prompt, but you don't have any yet.

Sam wants to reopen his shop in Beacon Town and is only too happy to accept your offer to repair the damaged building. In order to repair the shop, however, you need wood. And that means finding an Axe.

Bamboo Shoots for Sally

Leave Sam and make your way to Jeanne's house. You'll likely find her looking across to the lighthouse, just south of her home. Jeanne's thrilled to hear Sam is back and believes Naomi may have an Axe you can use. Naomi lives in town, inside a house with a blue roof.

Return to town and cross the bridge in the southeast corner to reach Naomi's house. Naomi isn't home, but her very skeptical daughter, Sally, is and she wants you gone. Take Rowan's advice and return to Jeanne once again. Jeanne suggests befriending Sally with a Bamboo Shoot. If you haven't already foraged any of the Bamboo Shoots growing near Jeanne's house, do so now and return to Sally's house in town. It's also worth looking by the lighthouse for any flowers that can be foraged.

Sally sees right through your ploy but is willing to accept the gift. In fact, she even guides you in the process of gifting an item from the Bag. Opt to "Hold" the item, walk it over to Sally, and give it to her. She's appreciative, but she still doesn't trust you. She wants to see some crops from your farm.

Using the Bag

The Bag is your on-person inventory, capable of holding 99 different item types, sorted into eight categories: Seeds, Crops, Food, Fertilizer, Animal Food, Fish, Materials, and Tools. Use the Shoulder Buttons to toggle between the different categories of items, then select the item you desire using the Action Button. Your character only gives away a single item, so don't worry about handing over your whole lot.

Later, once you upgrade your house and have a refrigerator and a dresser, items that don't fit in your Bag are automatically deposited into storage. You're unable to carry more than 99x of a given item.

Proof of Farming

Sally wants you to show her some crops you've farmed, but Cabbages take three days to grow. You must wait another day before the first batch of crops is ready to be harvested. In the meantime, return to your farm and spend the rest of the day—until you run out of Stamina, that is—pulling weeds. You can purchase more seeds as soon as you repair Sam's shop, so you might as well clear some land. Don't spend any time tilling soil since it returns to grass overnight. Continue clearing weeds until you have just half a Stamina Heart remaining, then go to sleep. It might only be noon, but your work for the day is done.

Smiling Hearts of Stamina
The smiley face and hearts at the top of the screen represent your Health and Stamina. The color of the smiley face indicates how well-rested you are from the prior night. Getting a good night's sleep is critical, as it keeps you in good health and lets you perform the maximum number of actions (hoeing, pulling weeds, chopping wood, etc.,) per Stamina Heart.
Smiley faces come in four colors:

- **Red: Go to bed before 12:00 a.m. for maximum Stamina. Wake up at 6:00 a.m.**
- **Orange: Go to sleep between 12:00 a.m. and 2:00 a.m. Wake up at 7:00 a.m.**
- **Green: Go to sleep between 2:00 a.m. and 5:00 a.m. Wake up at 10:00 a.m.**
- **Blue: Stay up until 5:00 a.m. or pass out from exhaustion (lack of Stamina). Wake up at 12:00 p.m.**

The more tired you are, the faster your Stamina Hearts drain as you go about your day completing tasks. Stamina only drains from doing chores, however, not by walking around or talking with villagers, so you can still get a fair bit done (and travel home) with just half a heart remaining.

Though you begin with five Stamina Hearts, it's possible to gain five additional hearts for a total of ten, but that isn't possible until much later in the game. In the meantime, take comfort in knowing there are two ways to replenish Stamina throughout the day. First, you can restore Stamina by eating food. We recommend hoarding as many Bamboo Shoots and Mushrooms as you can find, as they each replenish a full Stamina Heart and are both free and abundant. Secondly, you can take a soak in the Hot Springs (once repaired) and replenish a full red Stamina Heart every twenty seconds for free.

You wake on Spring 4 to a field of Cabbages and, most likely, some Red Cabbage too if you planted two rows of them and got lucky. There are many factors that govern whether a crop mutates, and even when conditions are perfect for mutation, there's still a probability factor that keeps it from being guaranteed (see the **Farmer's Handbook** chapter for complete details).

Collect the Cabbage and head to Sally's house. Most townsfolk don't let you enter their houses first thing in the morning, but this is a special circumstance. Naomi, Sally's mom, happily accepts the Cabbage from you and gives you the **Axe** in return.

General Repairs

You only need 5x Softwood Lumber and 100G to repair Sam's General Store. You began Spring 2 with 1000G, so you needn't worry about money, and the lumber isn't hard to collect. Return to your farm and approach any of the evergreen trees you see (the ones with the pink leaves are Hardwood trees, which the Axe can't cut without an upgrade). We recommend clearing away the trees nearest your house.

Press the Action Button near a tree to chop it. You get 1-3x Softwood Lumber per tree you cut. Cut the stump for an additional one or two pieces of Softwood Lumber. Chop more trees than necessary, as you need a lot of Softwood Lumber going forward. Be sure to mind your Stamina.

Return to town, approach Sam's General Store in the northwest corner, and perform the repair. Sam is so overjoyed, he decides to give you the **Second Stone Tablet** as a sign of his gratitude. Now that the store is repaired, you can now buy and sell a host of goods, including seeds.

Jeanne and Rowan comment on Sam and the Stone Tablet. Afterward, hurry off to the lighthouse and place the Stone Tablet in the panel. This time, however, nothing happens. Rowan believes you need to repair more buildings to encourage additional people to return to Beacon Town.

Return to town and approach the building directly south of Sam's General Store. Carol's Flowers can be repaired next for 7x Softwood Lumber and 200G. Take a look around the area to get a feel for the repair costs of the other buildings in Beacon Town. The owners of Carol's Flowers won't return until tomorrow, so take the rest of the day to collect additional Softwood Lumber and pull weeds around your farm.

Request Quests

Jeanne is waiting outside your house in the morning with your first request quest. Each of the villagers you meet mails requests to you, asking you to provide them with a crop, ore, fish, or other item in exchange for a reward. It's a great way to gain access to rare items, learn new recipes, and earn money. It also helps build relationships and increases affection. Fulfilling these requests occupies the bulk of the endgame experience, but it's never too early to get started. You can view the requests by pressing the Menu Button. This current request is titled "Jeanne's Tonic 1" and earns you 10x Cabbage Seeds in exchange for a piece of Celery.

Being the traveling merchant that he is, Sam likes to switch up his location throughout the week. On Fridays, you can find him near your house, along the road leading south from the farm. Sell any Cabbage or Red Cabbage you find to Sam, but hold on to your flowers and Bamboo Shoots. Purchase several Celery Seeds, Onion Seeds, and Strawberry Seeds from him, but be mindful of how much money you have. Don't fall below 600G for now. Plant and water the seeds you purchase, then head south to Beacon Town.

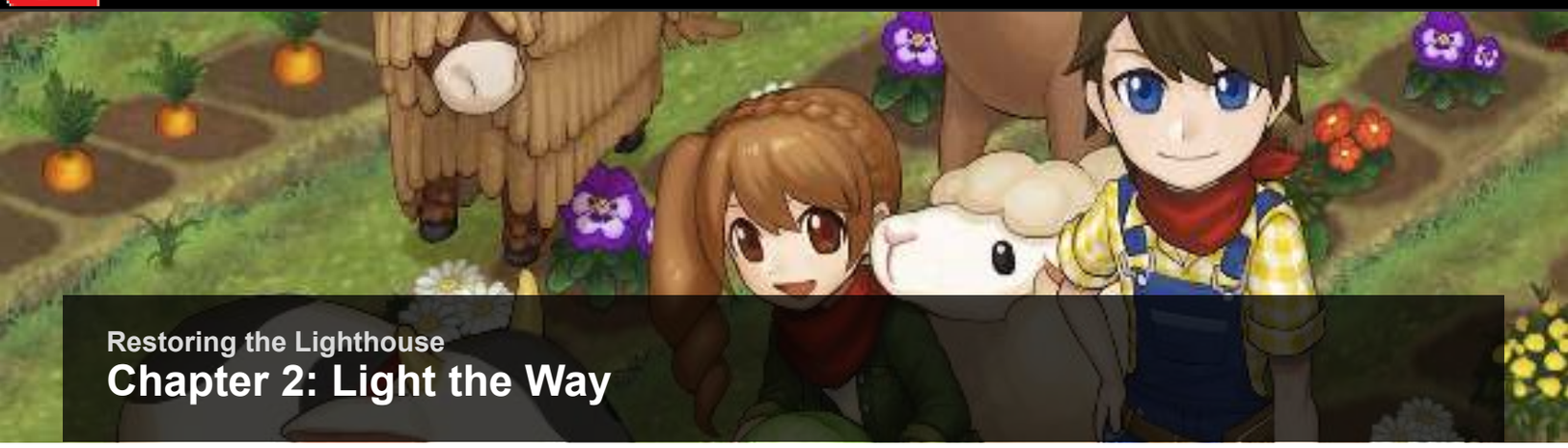
Sam Loves Mutated Crops!

Always sell your mutated crop varieties (e.g. Red Cabbage) to Sam until you unlock the seeds for that variety. Though the numbers vary based on the crop, Sam eventually stocks the seeds for mutated crops if you sell him enough. For example, once you sell Sam 30x Red Cabbage (or a combination of Red Cabbage and Great Red Cabbage), you can buy Red Cabbage Seeds directly from him.

Carol and her son Dean have returned to Beacon Town thanks to you rebuilding Carol's Flowers. As a thank-you, Dean rewards you with 5x Marguerite Seeds and 5x Fertilizer. Blossom, the Harvest Sprite of Flowers, appears after Dean and Carol leave. If Rowan's theory is right, Blossom's power can combine with his to power the Stone Tablet you placed earlier. Take care of any other tasks you want to accomplish this day, then return to the lighthouse and give it a try.

Favorite Gifts

It's never too early to begin giving the townsfolk of Beacon Town gifts in effort to raise their affection toward you.



Restoring the Lighthouse

Chapter 2: Light the Way

Rowan greets you on Spring 6 when you wake, to let you know the road to the mountain area north of your farm is open. Tend to your chores (watering plants and clearing rocks or weeds from your field), then head north. The mountain area is the largest zone on the map and has a number of bridges and buildings that need repairing. Naomi gives you a **Map of Beacon Town** that you can access via the Menu at any time.

Townsfolk Tracker

You're unlikely to need the map to navigate around the island, as you'll soon have it committed to memory. But that's not to say the map serves no purpose. The map is extremely useful for seeing where the villagers are at any given time. Once you finish restoring the lighthouse, you can also use the map to warp to different areas around the island.

Fragment in the Mountain

Follow the road north past the broken bridge to where a girl named Nova is petting a bobcat. She's thrilled to hear you've decided to live on the island. Immediately after she leaves, you find a **Fragmented Stone Tablet**. Rowan believes Nova dropped it. He's willing to help you place it at the lighthouse. Head there now.

On the way to the lighthouse, you encounter a Mage named Edmond who has also been working to restore the lighthouse. Edmond senses the energy of water within the fragment and suggests you work together, though exactly how remains to be seen. Continue to the lighthouse and place the Fragmented Stone Tablet in the panel. Nova comes running up after you place it, in search of something she dropped. She too is hoping to restore the lighthouse and suggests searching for the missing piece of the Stone Tablet in the river. To do that, you need a Fishing Rod.

Open the Mine

There's a number of things you must do in order to get a Fishing Rod, and though it may seem unrelated, the first step is to get a Hammer, as you need a steady supply of Stone and other ore. Return to where you found the Fragmented Stone Tablet and approach the broken bridge leading directly north. Spend 5x Softwood Lumber and 600G to repair the bridge.

Continue north up the stairs alongside the derelict building, then turn to the right to speak to the old man near the mine entrance. The mine's closed, but what the old man doesn't say is that he's willing to open it for you if you help him out. The way to do that is by repairing Gus's Smithy.

Locate Sam and sell him any crops you have, as you need 20x Softwood Lumber and 500G to repair Gus's Smithy. Avoid selling any Bamboo Shoots or Tulips if you can. It's better to sell crops and Marguerites and extra Softwood Lumber for now. If it's Saturday, Sam should be located just north of the bridge you repaired. Sell enough material to get 500G, then repair the nearby building.

Now it's time to repair the boarded-up mine near the old man up the stairs to the right. Doing so costs 10x Softwood Lumber and 500G. You're probably too low on Stamina to chop enough wood to earn the 500G, but do what you can for now. Search the region for any forageable materials (flowers and edibles generally regrow every six to seven days) and use up the remainder of your Stamina by chopping additional trees, then head to sleep.

Restful Sundays

Do any shopping you need done before Saturday evening, as businesses are closed on Sundays. You'll see the villagers out walking around on Sundays, but even Sam isn't willing to sell to you on his day off. You won't receive the money until the end of the day, but this is a good day to sell to the shipping bin.

Come morning, complete your chores, then return to the mountain to meet Gus's granddaughter, Melanie. Melanie is looking for her grandfather. She thinks he might be at the mine. Unfortunately, Gus doesn't speak with you until the mine is reopened. Chop as many trees as Stamina allows—Sam pays 20G per piece of Softwood Lumber, and you need Softwood Lumber for a number of other repairs.

Pet the Bobcat

There's a feral bobcat lurking about in the mountains, to the west of the mine entrance. Pet the bobcat whenever you're in the area to gradually befriend it. The bobcat eventually trusts you enough to allow you to bring it home as a pet, though you need to upgrade your house first.

Perform a sweep of the lighthouse overlook area in search of Tulips, then speak with Edmond. Edmond asks if you've met his apprentices yet. Gareth and Tabitha don't return to town until you repair their homes, but don't worry about that until after you get the Fishing Rod. Return to your house and use the Shipping Bin to ship enough Softwood Lumber to net you at least 500G.

Happy Birthday Gifts!

Is it Spring 7? If so, head to Sam's house after 10:00 a.m. and give him a gift. Sam is particularly fond of building materials. He really appreciates a gift of Softwood Lumber. Consult the poster at the back of the book for a full listing of every villager's birthday, along with upcoming festivals and holidays.

Repair the mine as soon as you have the resources to do so, then speak to Gus to get his **Hammer**. He wants you to find him some Iron Ore in the mine, but you can keep whatever else you find. Use the Hammer to smash the crystals on each floor to gather various ore, building materials, and rare gems in their crystalline form. Once the floor is free of crystals to smash, use the Hoe to dig up the floor in search of a ladder leading down to the next level. The ladders can be anywhere, but they're generally not within three squares of the ladder leading up to the higher level. They're also typically close to a wall.

Magentocrystal?

The first thing you see upon entering the mine is the one and only Magentocrystal. This rare crystal (unique to the Special Edition version of the game) contains a secret. Once home, set it in your house and rub it each day to polish it. Its true identity will become apparent before long. Check out the **Meet Your Neighbors** chapter for full details on how to put the Gem Sprite to use in helping you on the farm!

The first five levels are the smallest of all and only have one crystal in each. The floors in the mine are contained in groups, with checkpoints every five floors (Level 1, 6, 11, 16, etc.). Climb the ladder to exit at any time. When you return, you can begin mining from any checkpoint. There are 100 floors in the mine, with the deeper levels yielding the rarer and more valuable ore. The deeper levels are also much larger. Monitor your Stamina—searching for an exit can drain your Stamina fast—and make your way to Level 6 or, if possible, Level 11. We recommend leaving as soon as your Stamina drops to half a heart.

Exit the mine and give Gus a piece of Iron Ore. The cutscene continues at Gus's Smithy, where Melanie explains how you fixed the house. To show his appreciation, Gus lets you keep the Hammer.

Outside, you meet Flint, another Harvest Sprite. Flint tells Rowan that he may have given Dewy the Stone Tablet when he went fishing. Flint's a sleepy fellow, and a bit forgetful, but he's pretty sure the Stone Tablet was last seen near the water. All the more reason for you to find a Fishing Rod! Rowan also suggests repairing the inventor's house, your next task!

Building Materials

Though some houses can be repaired with plain, ordinary Stone, most repairs require Material Stone, Glass Material, or processed metals like Iron, Bronze, and Silver. Bring raw materials found in the mine to Gus and pay to have him process them. Building materials require three pieces of raw material in order to create one piece of usable material. For example, the bridge above the waterfall near Gus's Smithy requires 10x Material Stone to repair, which means you have to pay Gus to process 30x Stone into 10x Material Stone. Check the **Mining for Profits** chapter for full details on the value of processing ore into gems.

An Inventor's Apprentice

Cross the stream to the south of Gus's Smithy and follow the path west toward the Hot Springs, where you meet Doc, the inventor Rowan referenced. Doc insists on you becoming his assistant and instructs you to repair his house for him. An inventor like Doc comes in handy once you find the other piece of the Stone Tablet, but you're likely to need a lot more materials and money to repair Doc's Architects. Gather up any Bamboo Shoots you see and head to the mine if Stamina allows. Mine your way down from Level 6 to Level 11 in search of Iron and Glass (or deeper, to Level 16). You need a total of 30x Stone, 9x Iron Ore, and 6x Glass Material to process into the items required to repair Doc's Architects.

Mining for Profit

The easiest way to accumulate money in the game is to mine ore from the deeper levels of the mine, process them at Gus's Smithy, and sell them to Sam (or the Shipping Bin) for huge profits. You need some money to get started—processing ore into gems isn't cheap—but you quadruple every dollar spent! It's possible to earn tens of thousands of dollars in the mine with just a few minutes' work!

Come morning, use the Hammer to smash as many rocks as you can, both around your house and in the field north of the farm, up the steps to the left of the well. The Hammer can only break the smallest rocks at this stage; you need to upgrade it to break the larger boulders. Once you have enough Stone, head to Gus's Smithy and process 10x Material Stone along with any gems, Bronze, and Silver you have that can be sold to Sam. Then you should be ready to repair Doc's Architects.

Return to the mountain the next day to meet up with Doc. Doc leads the way to his lab, where he insists on borrowing the Fragmented Stone Tablet from you to inspect it. You can't say no but needn't worry. Doc knows just how to repair it when the time comes. Doc's Architects is where to go when you're ready to upgrade your house, barn, and other buildings.

Gone Fishin’

Now that the mine is open, and Doc’s Architects has been repaired, it’s time to secure a Fishing Rod. There’s an aristocrat’s house in Beacon Town, directly north of Naomi and Sally’s home. The house belongs to Cyril, a fishing aficionado, and the only way to get a Fishing Rod is by repairing his house. If you’ve foraged three Tulips (and haven’t sold them), this should be relatively quick. Otherwise, you need six days to grow Tulips. The seeds can be purchased from Carol, but don’t fertilize them, as you don’t want them mutating to other colors. You need standard Tulips or Great Tulips to repair Cyril’s house.

Play at Your Own Pace

Veterans of the series may be accustomed to maximizing each day’s productivity in effort to squeeze every last task from their Stamina meter while always being on the lookout for ways to find a little more profit from the day. That’s not necessary in *Harvest Moon: Light of Hope.* Though there’s nothing stopping you from diligently reaping as much from each day as possible, there’s also no harm in playing it slower, heading to sleep early, and taking your time. It’s all up to you!

If you’re waiting for Tulips to grow, busy yourself through mining and by repairing some of the other bridges and buildings. We recommend repairing the bridge near the well in the southeastern corner of the mountain area. Cross the bridge and repair Sofia’s Livestock. Now, once you repair your Chicken Coop and Animal Barn, you can purchase animals to raise (consider purchasing a cow and sheep first). Calvin, the Harvest Sprite of Animals, appears if you purchase any livestock for the Animal Barn.

You can also repair Tabitha's and Gareth's houses. These are the two apprentices Edmond has been talking about and are located on the eastern part of town. Return to town the next day to meet them.

Grow Those Strawberries!

You need Strawberries in order to find the fourth Stone Tablet, so plant some Strawberry Seeds if you haven't already. If you've already begun harvesting them, hold on to several. Sell any Great Strawberries you harvest to Sam, but keep the others.

Cyril shows up outside your home the morning after you repair his house in town. He's quite hungry and would much appreciate you offering him some food. Select a fruit or vegetable from your Bag and gift it to him. Cyril offers you the **Fishing Rod** in return.

Approach the stream near your farm or the creek in the mountain and use the Fishing Rod. You don't need any bait for now, though it's not a bad idea to buy Regular Bait from Sam. Either way, reel in your hook and cast again if no fish shadows appear. Watch the shadows and wait for a fish to tug on your line. Fish typically tug four or more times before they bite the hook. Wait for the "!" to appear, then rapidly tap the Action Button to reel it in. The first thing you reel in, regardless of where you fish, is the missing **Stone Tablet Fragment**.

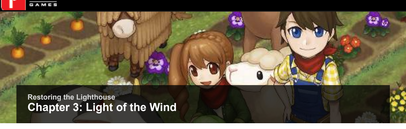
Dewy, the Harvest Sprite of Water, appears once Rowan arrives. After a brief misunderstanding about littering and a lesson about Gorgan, King of the Underworld, you're free to take the missing piece to Doc.

Special Adhesive Needed

Doc is able to fit the Stone Tablet Fragment with the larger piece, but none of his glues work. He needs 3x Iron Ore and 5x Glass Material in order to make a glue that will stick. None of these materials need to be processed by Gus, and you can find plenty of Iron Ore and Glass Material in Levels 6-10 of the mine. Get mining at once, then return to Doc with the necessary components.

Collect the **Third Stone Tablet** from Doc and head to the lighthouse. Rowan, Blossom, and Dewy assist you in placing it in the panel, and thanks to Doc's handiwork, the lighthouse gets one step closer to recovery.

That night, Edmond interrupts your sleep and asks you to come to the lighthouse. There, he reveals the secret truth about the power of the lighthouse, the great storm that blew the Stone Tablets away, and the energy of the island. Edmond wishes to divine the location of the remaining tablets at Harvest Goddess Spring, high in the mountains, but he needs help. You must repair Tabitha’s and Gareth’s houses in Beacon Town if you haven’t done so already.



Restoring the Lighthouse

Chapter 3: Light of the Wind

Once you've met Tabitha and Gareth, it's time to head to the Harvest Goddess Spring in the north of the mountains. Make your way to where the bobcat resides and enter the cave near the four blue columns. This is the Harvest Goddess Spring.

Edmond combines forces with Tabitha and Gareth to divine the locations of the two remaining Stone Tablets. One is being held by the Harvest Goddess herself, while the other remains hidden. Edmond wants you to focus on finding the Harvest Goddess first and asks you to let him know if you find any clues.

Blue Bird of the Night

The beach south of town is now open. There isn't much for you to do just yet, but take a minute to go have a look. Forageable flowers grow here—including Tulips—and you can dig in the sand for Seashells and Pretty Seashells, both of which make great gifts. Though you can cast for fish off the beach, it's only possible to catch fish from the stone bridge (fishing pier).

Fri Spring 19
6:58 PM
7,180G
Michael
There's some pretty shells you can pick up on this beach. Try digging for them when you have time. It's pretty fun.

Get Cooking!

Once you repair Bastian's Restaurant and return to town the next day, Bastian and his daughter, Elise, give you the Grilled Fish Recipe as a token of their thanks. Purchase Salt from Bastian inside the restaurant, then head home and grill the fish you catch.

Use the map to monitor the whereabouts of the townsfolk, and head to Beacon Town when you see Sam and Michael both at the town square. Together with Sally and Melanie, they tell you about the Blue Bird that visited Azure Rock on the beach. Legend has it that the Blue Bird only comes out at night after a sunny day. If it's raining or you end up going to bed early, don't worry. Blossom greets you in the morning on the next sunny day to remind you to stay awake and visit the beach at night.

Buy a Dog

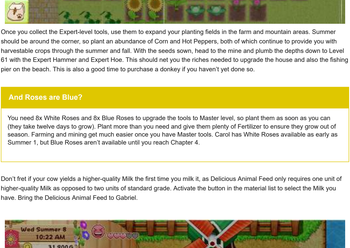
You can purchase a dog from Sofia for 8000G once you sufficiently raise her affection toward you. Consider giving Sofia gifts each day until the dog is available. She takes it to your house, helps you name it, and teaches you how to care for it. Ultimately, you want to pick it up each day and keep it fed. The better you care for it, the better it responds to your commands during the Dog Race events.

Busy yourself by planting crops, fishing, mining, or digging up Seashells until 6:00 p.m. rolls around. As soon as it does, you automatically stop what you're doing and travel to the beach near Azure Rock. The Blue Bird doesn't show up, but Blossom suggests you talk to someone who knows more about animals.

The next morning, head to the mountain and speak to Gabriel near Sofia's Livestock. Gabriel gives you the Delicious Animal Feed Recipe, which can be made at the Windmill. If you haven't repaired the Windmill to the right of the Animal Barn yet, this is the time to do so. It costs 20x Softwood Lumber, 2x Iron, and 1000G. Delicious Animal Feed requires Flour, Strawberries, and Milk. Hopefully you've already purchased a calf that is on its way to becoming an adult, Milk-producing cow.

Gabriel stands outside your house until you're ready to encounter the Blue Bird. Speak to him as soon as you manage to procure the Delicious Animal Feed. You only need a single batch.

Chances are, you're going to have some downtime as you wait for a cow to produce Milk. Take this time to dig deeper into the mine, and use the profits to purchase upgraded tools (focus on obtaining the Expert Axe, Expert Hoe, and Expert Hammer first), and to acquire the money needed to upgrade your house. Plant at least twenty Sunflowers and Cosmos, and mine the ore in Levels 21-31 repeatedly for Mithril and Orichalcum. The Expert Axe allows you to cut Hardwood trees, which makes numerous repairs possible. Consider repairing the Hot Spring next, as a soak in the thermal pool replenishes Stamina for free!



Once you collect the Expert-level tools, use them to expand your planting fields in the farm and mountain areas. Summer should be around the corner, so plant an abundance of Corn and Hot Peppers, both of which continue to provide you with harvestable crops through the summer and fall. With the seeds sown, head to the mine and plumb the depths down to Level 61 with the Expert Hammer and Expert Hoe. This should net you the riches needed to upgrade the house and also the fishing pier on the beach. This is also a good time to purchase a donkey if you haven't yet done so.

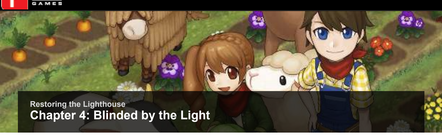
And Roses are Blue?

You need 8x White Roses and 8x Blue Roses to upgrade the tools to Master level, so plant them as soon as you can (they take twelve days to grow). Plant more than you need and give them plenty of Fertilizer to ensure they grow out of season. Farming and mining get much easier once you have Master tools. Carol has White Roses available as early as Summer 1, but Blue Roses aren't available until you reach Chapter 4.

Don't fret if your cow yields a higher-quality Milk the first time you milk it, as Delicious Animal Feed only requires one unit of higher-quality Milk as opposed to two units of standard grade. Activate the button in the material list to select the Milk you have. Bring the Delicious Animal Feed to Gabriel.

Wed Summer 8
10:22 AM
31,900G
Delicious Animal Feed
High-quality animal feed that will satisfy any animal.
Flour 6 / 2
Strawberry 5 / 3
Milk 0 / 2
Select material to use
Milk 0 / 2
Great Milk 0 / 1
Ultimate Milk 1 / 1
Supreme Milk 0 / 1
Miracle Milk 0 / 1

Gabriel continues to stand near your mailbox, but he would like to accompany you to Azure Rock. Wait until after 6:00 p.m., then head to the beach area to meet the Blue Bird. The Blue Bird retrieves the apple from Azure Rock, which turns out to be Woody, the Harvest Sprite of Wood. And Woody has an idea.



Restoring the Lighthouse

Chapter 4: Blinded by the Light

With the final Stone Tablet destroyed by a freak lightning bolt, the Harvest Sprites—and you—have no choice but to return to the Harvest Goddess Spring and consult with the others. Edmond and the Harvest God and Goddess discuss the matter, but it's Nova who ends up suggesting your next move.

Doc's Creation

Visit Doc to see if he has any suggestions on what to do about the missing Stone Tablet. Doc believes he can manufacture a replacement Stone Tablet, but he needs 2x Jade and 10x Stone to do so. He also wants you to bring him a flower, for unrelated reasons.

Seasonal Flower Pickings

Doc requests a flower of the current season. You'll likely reach this stage of the game during summer, in which case he requests a Sunflower, which can be foraged. He requests a Pink Rose in the spring, a Cosmos in the fall, and a Blue Rose in the winter.

You shouldn't have any trouble acquiring 10x Stone, especially with the Expert Hammer, but you'll likely need to head to the mine for Jade. Take a moment to store any extra Fertilizers, feed, bait, and Cornmeal you have in the Fertilizer Bin and Windmill. Sell some of your items to Sam, Carol, or Bastian to free up inventory slots in the Bag if you haven't upgraded the house yet. Once you're ready to head to the mine, enter at Level 11 for the best chance to find Jade. Collect 2x Jade, then bring them to Gus for processing. Return to Doc once you have all the items he's requested.

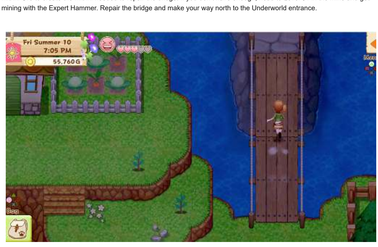
While Doc works on creating a replacement tablet, he asks you to deliver the flower to Carol. Check the map to see where she is—she's likely inside her house—and make the delivery as requested. Carol asks you to deliver a single White Rose as her response. Take the flower to Doc right away in exchange for the **Stone Tablet Replica**.

Harvest Goddess
I know that the mages are trying super
hard to figure it out too, but I really
hope this problem gets fixed soon.

Visiting the Underworld

With the Stone Tablet Replica in your possession, it's time to return to the Harvest Goddess Spring. Edmond and the Harvest God and Goddess attempt to imbue the replica with magical powers, but it doesn't work. They need the help of the Underworld King, Gorgan—or his kin. But more than that, they need the Cyanocrystal!

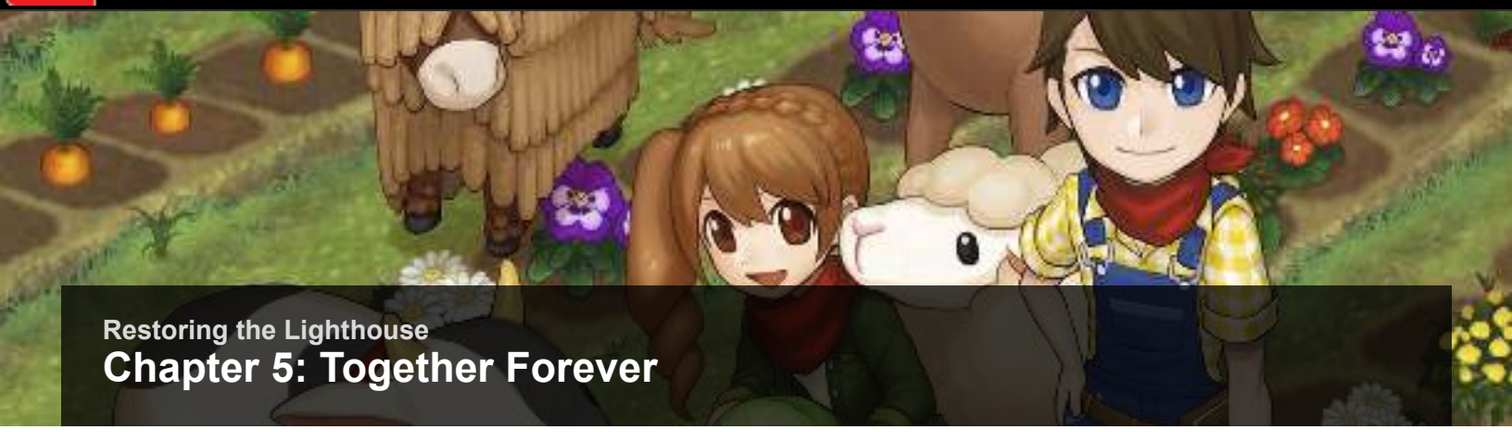
The first step in retrieving the Cyanocrystal is to fix the bridge to the Underworld. The bridge lies to the east of Jeanne's house at the lighthouse overlook and requires 10x Material Stone, 30x Stone, and 2x Mithril, along with 5000G. You need 6x Mithril Ore to create the Mithril needed to repair the bridge. If you don't have enough, head to Level 31 in the mine and get mining with the Expert Hammer. Repair the bridge and make your way north to the Underworld entrance.



Smash your way past the boulders lining the cave to enter Gorgan's throne room. Nova introduces you to Gorgan and tries to convince him to part with the Cyanocrystal, but it's no use. They return to the Harvest Goddess Spring empty-handed. Edmond and the others aren't discouraged, however. They believe they have the power to resurrect the lighthouse even without the Cyanocrystal.

Finding Oliver

Edmond believes he knows what's missing: the final Harvest Sprite. He instructs you to gather some flowers, Wool, and fish. Specifically, he needs a Pink Dahlia, Yellow Perch, and Wool. Pink Dahlias are forageable flowers in summer and should be readily available. Yellow Perch can be caught at either the farm or mountain with Regular Bait at any time of day, during any season. Lastly, any grade of Wool is acceptable and can be collected from an adult sheep every third day.



Restoring the Lighthouse

Chapter 5: Together Forever

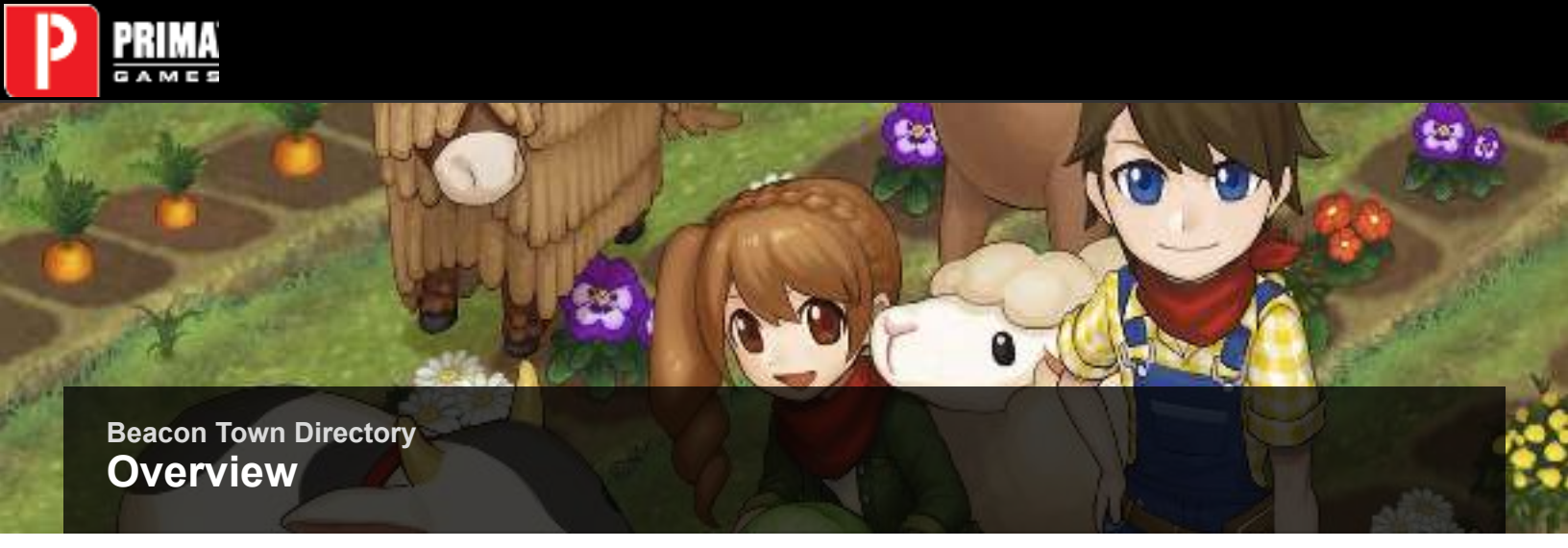
The Harvest Goddess greets you in a dream to thank you once again for your efforts in restoring the island, but that's not all. She implores you to focus now on your own personal happiness. In other words, she wants you to build a lifelong relationship with someone special.

Restoring Beacon Town is just the beginning of your time on the island. Use the ensuing years to build a life for yourself, start a family, and fill out the Encyclopedia. Enjoy the festivals, the friendships, and the companionship of a spouse and child.

The remaining chapters of this strategy guide are your key to unlocking the wealth of content within *Harvest Moon: Light of Hope*. Everything you need to know is found in the following pages. So, milk those cows, catch those fish, and fire up the stove, because you've got a lifetime of country living ahead of you. Enjoy!

Endgame Enhancements

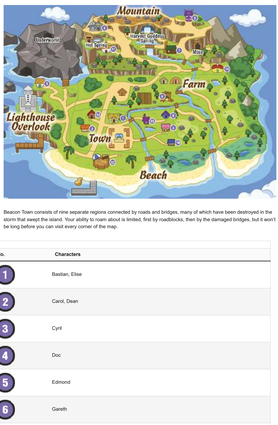
Rowan greets you when you wake to inform you of several new enhancements. For starters, more areas are now accessible, increasing the amount of land on which you can grow crops. Additional house upgrades are available, rarer livestock can be purchased, and you can now warp from one area to another by selecting it on the map!



Beacon Town Directory

Overview

Beacon Town is in disarray. The majority of the buildings, bridges, and docks have been damaged, the people have fled, and it's up to you to rebuild the island. Only then will the villagers return and the shops reopen. This chapter serves as an island directory, providing an overview of the repair costs and the recommended order in which to perform the rebuild.



Beacon Town consists of nine separate regions connected by roads and bridges, many of which have been destroyed in the storm that swept the island. Your ability to roam about is limited, first by roadblocks, then by the damaged bridges, but it won't be long before you can visit every corner of the map.

No.	Characters
1	Bastian, Elise
2	Carol, Dean
3	Cyril
4	Doc
5	Edmond
6	Gareth
7	Gus, Melanie
8	Harvest Sprites
9	Jeanne
10	Naomi, Sally
11	Nova
12	Nova's Shop
13	Sam
14	Sofia, Gabriel, Michael
15	Tabitha

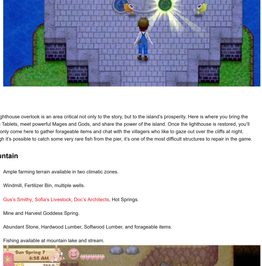
Though you're largely free to repair structures in the order you choose, resources aren't always easy to come by, especially early in the game. Rather, we recommend performing the repairs in the order presented in the table at the end of this chapter. We'll talk more about the individual shops in the **Open for Business** chapter, but for now, focus on getting acquainted with the different regions of Beacon Town.

Map Not to Scale

The in-game map you see reproduced in this chapter is presented to give you a general orientation but isn't one-hundred percent accurate. The Farm: Southern Area, in reality, isn't located to the east of Cyril's and Gareth's houses as shown on the map, but to the north of them. The Farm: Eastern Area is the only section of farm that connects with the beach.

The Farm

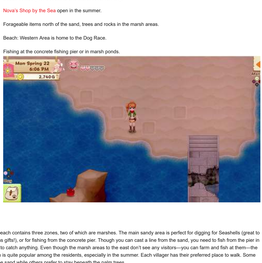
- Grassy terrain for farming.
- Chicken Coop, Animal Barn, Windmill, Fertilizer Bin.
- Multiple wells.
- Streams for fishing.
- Abundant Stone and both Hardwood and Softwood Lumber.



The farm encompasses three separate zones: western, southern, and eastern. Jeanne provides you with a house in the western area upon arriving, and it's here where you make your home. The farm has plenty of acreage, perfect for growing crops and allowing animals to graze. You must repair the bridges leading to the southern area and eastern area in order to extend your farm. The pond in the eastern area contains abundant fish.

Town

- No farming terrain available.
- Sam's General Store, Carol's Flowers, Bastian's Restaurant.
- Numerous residences in town square and across stream to the east.
- Setting for festivals and weddings.
- Limited trees and no rocks or forageable items.



The town is where the residents of the island come to shop, participate in festivals, and take a stroll. You spend quite a lot of time here as you buy and sell crops and seeds, purchase new recipes, and get your fortune told. On Sundays, it's common to see the majority of the town's residents gather here. Consider using that time to quickly shower gifts upon the citizenry—a great way to boost your popularity! Though you can't farm this area, nor find any forageable items, there are several trees that provide lumber.

Lighthouse Overlook

- No farming terrain available.
- Home to lighthouse and Jeanne's house.
- Replenishing forageable flowers and food items.
- Fishing available from wooden fishing pier.

The lighthouse overlook is an area critical not only to the story, but to the island's prosperity. Here is where you bring the Stone Tablets, meet powerful Mages and Gods, and share the power of the island. Once the lighthouse is restored, you'll likely only come here to gather forageable items and chat with the villagers who like to gaze out over the cliffs at night. Though it's possible to catch some very rare fish from the pier, it's one of the most difficult structures to repair in the game.

Mountain

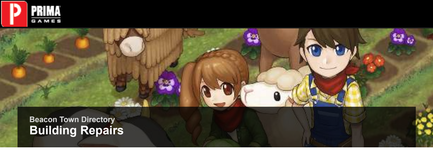
- Ample farming terrain available in two climatic zones.
- Windmill, Fertilizer Bin, multiple wells.
- Gus's Smithy, Sofia's Livestock, Doc's Architects, Hot Springs.
- Mine and Harvest Goddess Spring.
- Abundant Stone, Hardwood Lumber, Softwood Lumber, and forageable items.
- Fishing available at mountain lake and stream.

The mountain is the largest single region on the island and contains a vast area ready to be planted. Here you find two different terrain types, mixed and desert, each of which can yield exotic crop mutations. The mountain is also home to several important shops, and it's where both Edmond and the Harvest Goddess make their homes. The lake above the waterfall is a prime fishing spot, and the mine northeast of Gus's Smithy contains all the gems and metals you can ever need. Many of the villagers enjoy taking a hike in the mountain area. Those not inside a building can often be found near the Hot Springs or lake. Take a soak in the Hot Springs to replenish Stamina.

Beach

- Beach-combing for Seashells and marshes for farming.
- Nova's Shop by the Sea open in the summer.
- Forageable items north of the sand, trees and rocks in the marsh areas.
- Beach: Western Area is home to the Dog Race.
- Fishing at the concrete fishing pier or in marsh ponds.

The beach contains three zones, two of which are marshes. The main sandy area is perfect for digging for Seashells (great to give as gifts!), or for fishing from the concrete pier. Though you can cast a line from the sand, you need to fish from the pier in order to catch anything. Even though the marsh areas to the east don't see any visitors—you can farm and fish at them—the beach is quite popular among the residents, especially in the summer. Each villager has their preferred place to walk. Some like the sand while others prefer to stay beneath the palm trees.



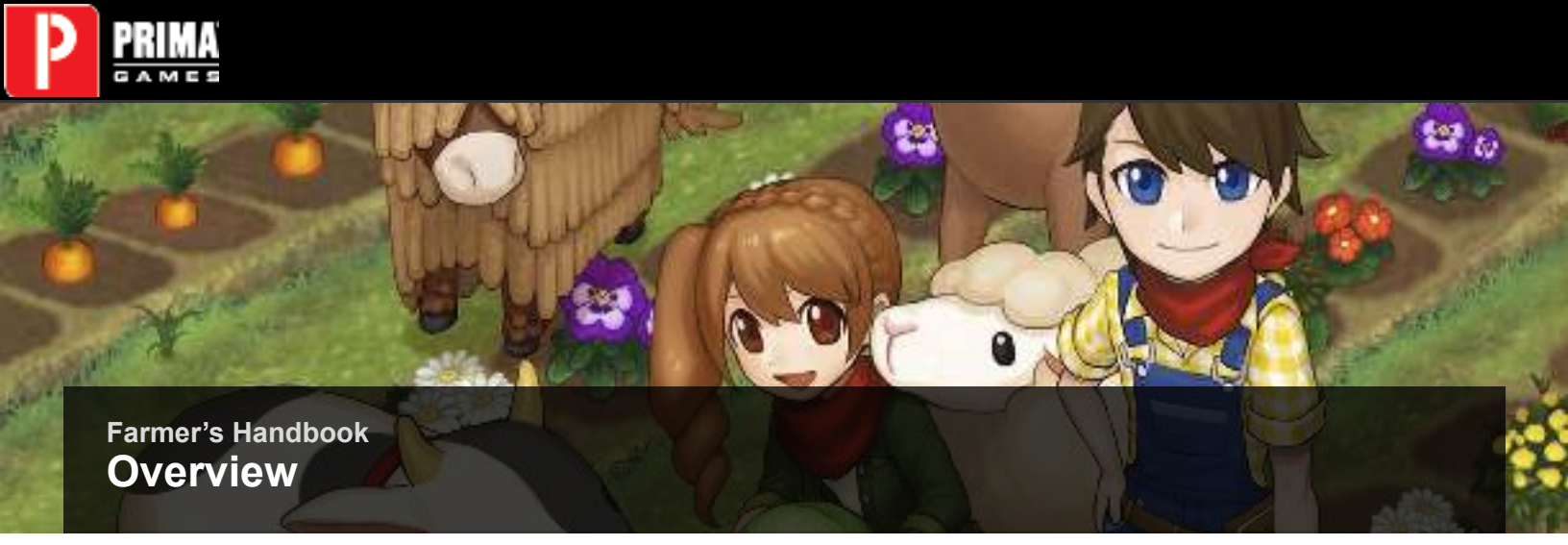
Beacon Town Directory

Building Repairs

To make Beacon Town a home for life, you need to fix it up. Your quest to restore the lighthouse necessitates many of these repairs in a particular order, but it won't be long before you're free to repair bridges and wells and other miscellany at the order of your choosing. Still, you're somewhat limited by the availability of increasingly rare materials needed to perform the repairs. The accompanying map and table provide an overview of the materials required to complete every repair on the island, in a recommended order.

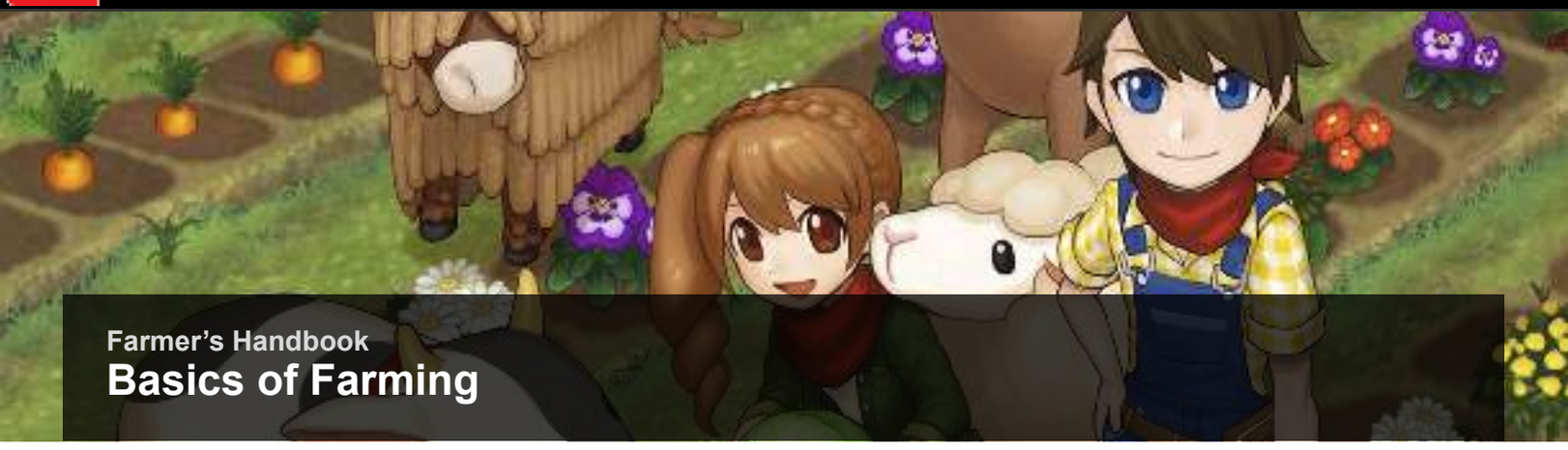
Building Repairs, Recommended Order

No.	Region	Structure	Materials Required	Repair Cost (G)
1	Town	Sam's General Store	5x Softwood Lumber	100
2	Town	Carol's Flowers	7x Softwood Lumber	200
3	Mountain	Bridge	5x Softwood Lumber	600
4	Mountain	Gus's Smithy	20x Softwood Lumber	500
5	Mountain	Mine	10x Softwood Lumber	500
6	Mountain	Doc's Architects	10x Material Stone, 3x Iron, 2x Glass	1000
7	Town	Cyril's House	15x Softwood Lumber, 5x Stone, 3x Tulip	1500
8	Mountain	Bridge	5x Softwood Lumber, 2x Stone	600
9	Mountain	Sofia's Livestock	5x Softwood Lumber, 10x Material Stone	300
10	Farm	Chicken Coop	20x Softwood Lumber, 7x Material Stone	1000
11	Farm	Animal Barn	30x Softwood Lumber, 10x Material Stone	1500
12	Town	Tabitha's House	10x Softwood Lumber, 20x Stone	300
13	Town	Gareth's House	10x Softwood Lumber, 20x Stone	300
14	Farm	Fertilizer Bin	20x Softwood Lumber	500
15	Town	Bastian's Restaurant	10x Softwood Lumber, 5x Stone, 2x Perch	1000
16	Mountain	Bridge	5x Softwood Lumber, 10x Material Stone	1000
17	Farm	Windmill	20x Softwood Lumber, 2x Iron	1000
18	Mountain	Hot Springs	5x Hardwood Lumber	500
19	Mountain	Bridge	5x Softwood Lumber, 10x Material Stone	1000
20	Beach	Nova's Shop by the Sea	10x Hardwood Lumber, 30x Softwood Lumber	3000
21	Beach	Bridge	20x Hardwood Lumber, 2x Gold	1000
22	Farm	Bridge	10x Hardwood Lumber, 3x Silver	1000
23	Beach	Bridge (fishing pier)	30x Material Stone, 5x Iron, 2x Mithril	5000
24	Lighthouse Overlook	Bridge	10x Material Stone, 30x Stone, 2x Mithril	5000
25	Mountain	Well	10x Material Stone, 5x Hardwood Lumber, 3x Orichalcum	1000
26	Mountain	Well	10x Material Stone, 5x Hardwood Lumber, 3x Orichalcum	1000
27	Mountain	Fertilizer Bin	20x Hardwood Lumber	1000
28	Mountain	Well	10x Material Stone, 5x Hardwood Lumber, 3x Orichalcum	1000
29	Beach	Well	10x Material Stone, 5x Hardwood Lumber, 3x Orichalcum	1000
30	Farm	Well	10x Stone, 5x Softwood Lumber, 3x Bronze	1000
31	Farm	Bridge	10x Hardwood Lumber, 3x Silver	1000
32	Farm	Well	10x Stone, 5x Softwood Lumber, 3x Bronze	1000
33	Mountain	Windmill	20x Hardwood Lumber, 2x Bronze	3000
34	Mountain	Well	10x Material Stone, 5x Hardwood Lumber, 3x Orichalcum	1000
35	Farm	Bridge	20x Hardwood Lumber, 3x Adamantite, 2x Cotton Candy Wool	50,000
36	Farm	Well	10x Material Stone, 5x Hardwood Lumber, 3x Orichalcum	1000
37	Farm	Well	10x Material Stone, 5x Hardwood Lumber, 3x Orichalcum	1000
38	Beach	Fertilizer Bin	20x Hardwood Lumber	5000
39	Beach	Well	10x Material Stone, 5x Hardwood Lumber, 3x Orichalcum	1000
40	Beach	Windmill	20x Hardwood Lumber, 2x Silver	8000
41	Farm	Bridge	20x Hardwood Lumber, 3x Adamantite, 2x Cotton Candy Wool	50,000
42	Beach	Bridge	20x Hardwood Lumber, 3x Adamantite, 2x Silky Fur	50,000
43	Lighthouse Overlook	Bridge (fishing pier)	30x Hardwood Lumber, 10x Softwood Lumber, 5x Donkey Fur	5000
44	Beach	Well	10x Material Stone, 5x Hardwood Lumber, 3x Orichalcum	1000
45	Farm	Well	10x Material Stone, 5x Hardwood Lumber, 3x Orichalcum	1000



Farmer's Handbook
Overview

It wouldn't be *Harvest Moon* if there weren't an abundance of farming to be done, and your time in Beacon Town is no exception. With hundreds of crop varieties to cultivate, dozens of flowers to grow, and ample livestock and fruit trees to tend to, this is one of the most robust entries in the series. Whether you want to learn about Fertilizer or the requirements for evolving a Mellow Yellow into a Snowman, this chapter has you covered.



Farmer's Handbook

Basics of Farming

As shown during the opening tutorial with Jeanne, growing crops is fundamentally a four-step process:

1. Till the soil using your Hoe.
2. Plant the seeds available for purchase from Sam and Carol.
3. Water the seeds every day to keep them from drying out.
4. Harvest the crops after a plant-specific number of days.

As it turns out, there are numerous factors that dictate whether your crops grow, the quality they achieve, and whether they mutate. It's a complex system influenced by soil type, season, weather patterns, Fertilizer, neighboring crops, and in select situations, even the pattern in which the crops are planted. Before we get to the crop-specific tables that compose the bulk of this chapter, it's important to understand how these various systems affect your harvest.

Season and Terrain

The first thing to understand about farming is that crops can grow from seeds in any season, provided they receive adequate Fertilizer and water. Each crop has a preferred planting season and isn't only less likely to wither and die when planted in that season, but far more likely to grow a "Great" version. Crops planted out of season are far more vulnerable to storms, but they will still grow. Some only mutate when planted out of season, or in soil conditions outside their normal recommendations.

The prior day's thunderstorm wiped out many of these spring-loving vegetables.

There are four terrain types on the island, and, as with season, each crop has its preference. However, unlike with seasons, it's much more difficult to get crops to grow in foreign soil types. We don't recommend doing so unless striving for a specific—and known—mutation, as it seldom produces Great harvests and consumes an abundance of Fertilizer. The four terrain types are as follows:

Farm: The grassy area that extends throughout the three farm zones is perfect for growing a host of vegetables. Though not as many crops mutate on the farm as in some other areas, this is a great place to do the bulk of your farming.

Mountain: The mountain region is a sprawling zone with three distinct farming areas encompassing two distinct terrain types. The infertile grass of the lower mountain, including the small plateau to the east of Gus's Smithy, is known as the mountain terrain.

Marsh: The central and eastern areas of the beach contain a swampy area known as the marsh. Not a lot of crops grow

there naturally, but some of the most prized mutations only occur in this wetland-like area.

Desert: The rocky, arid area of the upper mountain (the region where Edmond lives) contains the fourth terrain type. As with the marsh, this is more of a specialty terrain, primarily used for encouraging plant mutation than general crops.

Water and Fertilizer

Once planted, the seeds must be watered to grow. Though watering your crops every day isn't mandatory—and rain and snow do this for you automatically—we recommend doing so anyway to form good habits and to maintain a higher quality. Though only crops left unwatered for multiple days have a chance of dying, the quality of the resulting produce diminishes every day a plant goes unwatered. This is particularly true during the summer heat. Pay close attention to villagers commenting on a heat wave, and water your plants daily!

The game employs a complex behind-the-scenes system known as Quality Points (QP) that determine whether a crop achieves a Great harvest, mutates, or dies. Though the system is far too robust to detail here, players can gauge how their crops are doing by walking through the fields and noting the colors of the status bubbles that appear. While blue bubbles indicate crops in need of Fertilizer or water, golden bubbles show crops at maximum QP and likely to mutate or yield a “Great” variety. Plain white-colored bubbles indicate a basic crop.

Note the different bubbles representing the different qualities of crops to be harvested.

Fertilizer comes in a number of varieties, unlocked by completing Dean’s requests, that fundamentally fall into two classes: general and crop-specific. The basic Fertilizer can be applied to any type of crop and helps you achieve some low-level mutations (see the following charts) while primarily helping to ensure the crop can survive a weather event out of season. Crop-specific blends (and super blends) are required to achieve the much rarer second- and third-generation mutations.

We recommend applying Fertilizer to basic crops once every week to keep them alive in season, or once every four days out of season. This is particularly useful for crops such as Corn and Hot Peppers that can continue to yield multiple harvests over multiple seasons. Consider applying crop-specific Fertilizer more frequently when trying to cultivate a new mutation.

Lack of Watering Effects on Crops

Time Since Ground Dried (hours)	Chance Crop Dies
24	0
36	0
48	0
52	0
57	10%
62	30%
72	60%

The Fertilizer Bins located throughout the island are well-positioned to help you store and access a variety of Fertilizer types. Consider keeping your basic Compost and Fertilizer on hand while leaving all of your crop-specific Fertilizers stored away in the Fertilizer Bin until you need them. Interact with the Fertilizer Bin to make new Fertilizer.

The Fertilizer Bin allows you to substitute ingredients just like when cooking.

Fertilizer Recipes

Type	Ingredients	Qty Made	Learned
Fertilizer	Compost x4	10	Repair Fertilizer Bin
Tomato Blend	Compost x4, Tomato x3, Bluegill x2	10	Dean: Fertilizer 2
Tomato Super Blend	Compost x6, Great Tomato x3, Bluegill x2	10	Dean: Fertilizer 2
Corn Blend	Compost x4, Corn x3, Mosquitofish x2	10	Dean: Fertilizer 2
Corn Super Blend	Compost x6, Great Corn x3, Mosquitofish x2	10	Dean: Fertilizer 2
Cabbage Blend	Compost x4, Cabbage x3, Bluegill x2	10	Dean: Fertilizer 2
Cabbage Super Blend	Compost x6, Great Cabbage x3, Bluegill x2	10	Dean: Fertilizer 2
Celery Blend	Compost x4, Celery x3, Sardine x2	10	Dean: Fertilizer 2
Celery Super Blend	Compost x6, Great Celery x3, Sardine x2	10	Dean: Fertilizer 2
Onion Blend	Compost x4, Onion x3, Sardine x2	10	Dean: Fertilizer 2
Onion Super Blend	Compost x6, Great Onion x3, Sardine x2	10	Dean: Fertilizer 2
Wheat Blend	Compost x4, Wheat x3, Mosquitofish x2	10	Dean: Fertilizer 2
Wheat Super Blend	Compost x6, Great Wheat x3, Mosquitofish x2	10	Dean: Fertilizer 2
Potato Blend	Compost x4, Potato x3, Mosquitofish x2	10	Dean: Fertilizer 2
Potato Super Blend	Compost x6, Great Potato x3, Mosquitofish x2	10	Dean: Fertilizer 2
Carrot Blend	Compost x4, Carrot x3, Sardine x2	10	Dean: Fertilizer 2
Carrot Super Blend	Compost x6, Great Carrot x3, Sardine x2	10	Dean: Fertilizer 2
Spinach Blend	Compost x4, Spinach x3, Mosquitofish x2	10	Dean: Fertilizer 2

Spinach Super Blend	Compost x6, Great Spinach x3, Mosquitofish x2	10	Dean: Fertilizer 2
Berry Blend	Compost x4, Strawberry x3, Sardine x2	10	Dean: Fertilizer 4
Berry Super Blend	Compost x6, Great Strawberry x3, Sardine x2	10	Dean: Fertilizer 4
Pepper Blend	Compost x4, Hot Pepper x3, Sardine x2	10	Dean: Fertilizer 4
Pepper Super Blend	Compost x6, Great Hot Pepper x3, Sardine x2	10	Dean: Fertilizer 4
Pumpkin Blend	Compost x4, Pumpkin x3, Mosquitofish x2	10	Dean: Fertilizer 4
Pumpkin Super Blend	Compost x6, Great Pumpkin x3, Mosquitofish x2	10	Dean: Fertilizer 4
Broccoli Blend	Compost x4, Broccoli x3, Sardine x2	10	Dean: Fertilizer 4
Broccoli Super Blend	Compost x6, Great Broccoli x3, Sardine x2	10	Dean: Fertilizer 4
Melon Blend	Compost x4, Watermelon x3, Bluegill x2	10	Dean: Fertilizer 6
Melon Super Blend	Compost x6, Great Watermelon x3, Bluegill x2	10	Dean: Fertilizer 6
Asparagus Blend	Compost x4, Asparagus x3, Bluegill x2	10	Dean: Fertilizer 6
Asparagus Super Blend	Compost x6, Great Asparagus x3, Bluegill x2	10	Dean: Fertilizer 6
Retention Agent	Compost x4, Egg x5, Seashell x2	10	Dean: Fertilizer 8
Retention Agent Super	Compost x6, Great Egg x5, Seashell x2	10	Dean: Fertilizer 8
Retention Agent EX	Compost x6, Ultimate Egg x5, Seashell x2	10	Dean: Fertilizer 8
Retention Agent SP	Compost x8, Supreme Egg x5, Seashell x2	10	Dean: Fertilizer 8
Retention Agent Omega	Compost x10, Miracle Egg x5, Seashell x2	10	Dean: Fertilizer 8
Growth Promoter	Compost x4, Yogurt x3, Seashell x2	10	Dean: Fertilizer 8
Growth Promoter Super	Compost x6, Great Yogurt x3, Seashell x2	10	Dean: Fertilizer 8
Growth Promoter EX	Compost x6, Ultimate Yogurt x3, Seashell x2	10	Dean: Fertilizer 8
Growth Promoter SP	Compost x8, Supreme Yogurt x3, Seashell x2	10	Dean: Fertilizer 8
Growth Promoter Omega	Compost x10, Legendary Yogurt x3, Seashell x2	10	Dean: Fertilizer 8
Herbicide	Compost x4, Salt x4	10	Dean: Fertilizer 8
Perfect Blend	Compost x4, Kegling x3	10	Dean: Fertilizer 10
Ultimate Blend	Compost x6, Great Kegling x3	10	Dean: Fertilizer 10

Weather Effects on Crops

Weather events are both a blessing and a curse. For your crops planted in season, a rain shower or snowfall is convenient, as it means you don’t have to water them. But you generally need to safeguard against thunderstorms, fog, heat, and snow. Especially if you have crops planted out of the preferred season.

Even Corn planted at the farm can perish in a thunderstorm if not well-fertilized.

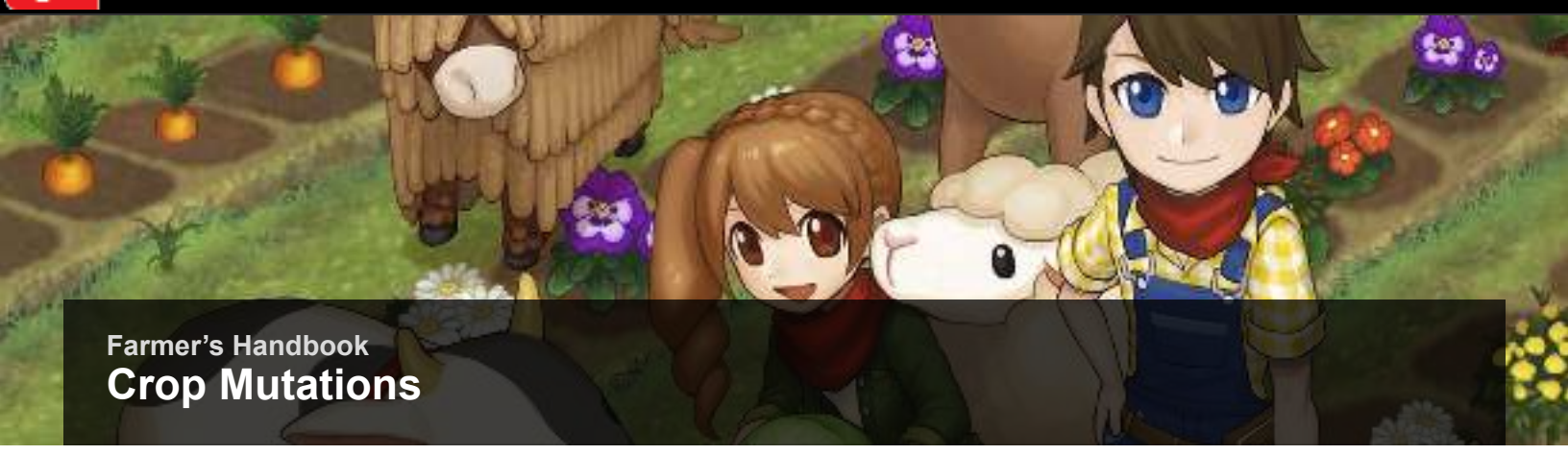
Though you should always strive to keep your crops well-fertilized (and watered in case of a heat wave), this is particularly true if inclement weather is on the way. Speak to Gareth at night in his house to hear his weather forecast for the coming day. He doesn't always reveal the next day's weather, but be sure to fertilize if he mentions any coming storms.

Spring: Generally pleasant weather with occasional rain showers. Chance of thunderstorm exists, though less common than in summer.

Summer: Chance of thunderstorms is increased, as is the prevalence of heat waves. Keep plants well-watered and fertilized throughout the summer.

Fall: Still a chance of thunderstorms, but also fog. Fog can cause plants to wilt from the cold, so keep them fertilized. Plants must still be watered on foggy days.

Winter: Cold weather brings more fog and snowstorms. Occasional blizzards keep everyone indoors and wreak havoc on unfertilized plants. Take caution when planting summer crops in winter.



Farmer's Handbook

Crop Mutations

As you progress in your new life as Beacon Town's sole farmer, expect to be asked to provide a variety of exotic crops. The only way to accomplish this is by cultivating specific mutations. Crops mutate only under ideal conditions—and even then, there's a chance the mutation won't occur.

Planting Hot Peppers at the mountain in fall has a 27 percent chance to yield Habaneros.

There are basically two types of mutations. First, there are the mutations that yield "Great"-quality crops. Though these resemble the base crops from the seeds you planted, they're much higher in quality, sell for more money, and cannot be purchased as seeds. The other type is an entirely new species of vegetable/fruit.

As the following tables show, each family of vegetable or fruit has a suite of mutations that can occur if seeds are planted in the right combination of soil condition and season. Many mutations can yield further mutations if you provide ample water, crop-specific Fertilizer, and meet the other mutation conditions.

Food for Friends

Unlike in prior *Harvest Moon* games, the primary reasons to grow crops in *Light of Hope* include completing the many townsfolk requests, cooking, and completing the Encyclopedia. Though you can achieve a tidy profit by selling the crops you grow—especially rare varieties—mining is a far more efficient way to amass wealth.

Generally speaking, following the strict planting requirements and providing adequate water and Fertilizer is all you need to do to encourage crop mutation, but sometimes that isn't enough. Some crops, such as the ever-challenging Snowman variety of Melon and the Goldberry strain of Berry, require specific planting patterns in order to mutate. Whereas the bulk of the crops have a "companion plant" that encourages growth and mutation when planted alongside (celery is a common companion plant), these plants wilt when grown in clusters.

Thanks to the range of the tools you can upgrade to, it's common to plant crops in thick fields, or at least strips three rows wide. This is usually a good idea, as running through crops doesn't damage them. However, pay attention to crops that die shortly after being planted surrounded by other crops. This is your cue to plant them in a different pattern. Ultimately, you need only concern yourself with this when trying to get Cranberries to mutate into Goldberries and Mellow Yellow Melons to mutate into Snowman Melons. Plant the Cranberries in separate rows and the Snowman in a checkerboard pattern.

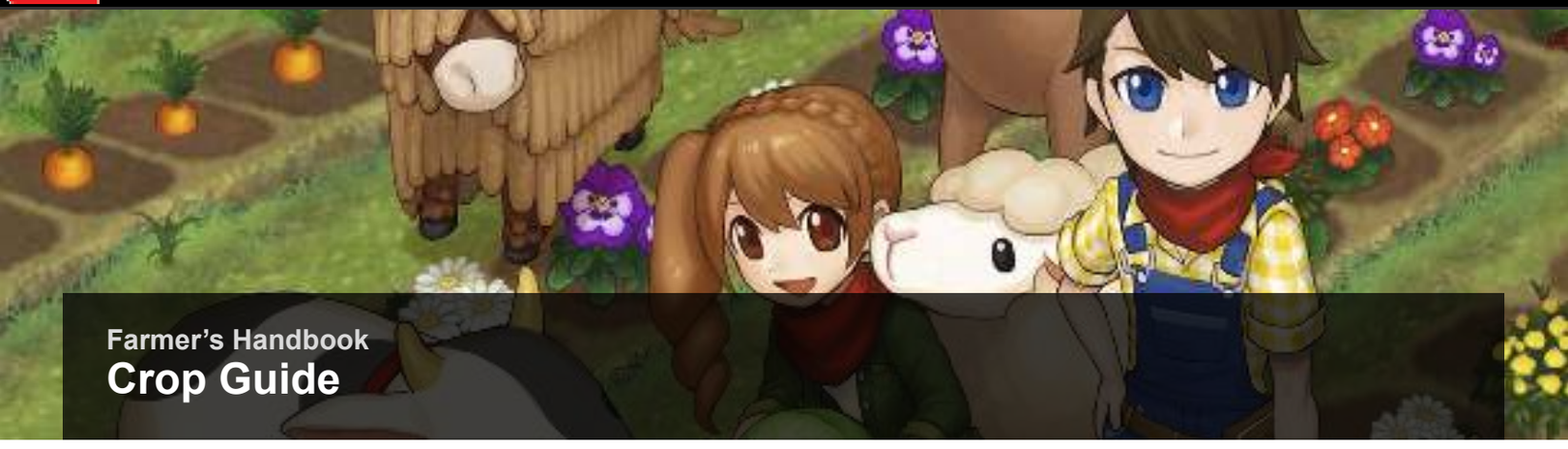
Planting Mellow Yellow Seeds in a checkerboard pattern may lead to Snowman mutation.

Multiple Harvests, Multiple Chances to Mutate

Crops that yield multiple harvests from a single planting necessarily yield the same variety of crop if mutation conditions exist. The plant may yield a mutation on one harvest and a normal base plant three days later. Take care to continue watering and fertilizing between harvests to yield more valuable crops. Don't give up on it after the initial harvest!

Accessing Mutated Seeds

Sam eventually stocks all of the basic crop seeds without any input from you. To unlock the seeds for a given mutation, you must sell him a set number of crops first. This number varies depending on the complexity of the mutation and whether it's a second- or third-generation mutation. Selling "Great" versions of a mutated crop counts toward your tally for unlocking the seeds, but selling the seeds (acquired through a request, for example) does not help unlock the seeds from Sam. Consult the following tables to see how many crops must be grown and sold in order to unlock the seeds.



Farmer's Handbook

Crop Guide

The following pages contain all of the pertinent data for growing, harvesting, and mutating each and every crop in the game. We recommend you spend the first two or three seasons experimenting on your own, restoring the island, and amassing a lot of money through mining before devoting too much effort to completing requests and filling out the Encyclopedia. Then, when you're ready, dive in!

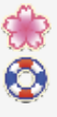
We've divided this section by family of crop, in the order that they appear in the Encyclopedia. Make special note of the final column in each Mutation Requirements table, as it shows the chance a crop will mutate. Understand that even if you do everything correctly, some crops still only have a 10 percent chance to mutate. Always plant more than you think you need to when aiming for second- and third-generation requirements, as several species are very, very rare!

Season and Terrain Legend

Icon	Description
	Spring
	Summer
	Fall
	Winter
	Farm: Includes everywhere you see lush grass in the farm zones, on either side of the stream.
	Mountain: Includes both "infertile" grass areas in the lower part of the mountain.
	Desert: The dried, rocky upper-mountain zone north of Doc's Architects and above the Harvest Goddess Spring.
	Marsh: Includes the central and eastern beach areas where the many small ponds are located.

Cabbages

Cabbage Growth Conditions

Crop	Variety	Season	Terrain	Grow Days	Regrow Days	Seed Cost (G)	No. Sold to Unlock Seeds	Buy Price: Sam (G)	Buy Price: Bastian (G)
	Cabbage			3	—	20	—	40	60
	Great Cabbage			3	—	—	—	60	90
	Red Cabbage*			3	—	30	30	60	90
	Great Red Cabbage			3	—	—	—	90	135
	Huge Cabbage*			8	—	110	20	260	390
	Great Huge Cabbage			8	—	—	—	390	585
	Green Cabbage*			6	—	120	20	250	375
	Great Green Cabbage			6	—	—	—	380	570
	Dome Cabbage*			8	—	260	30	590	885
	Great Dome Cabbage			8	—	—	—	890	1335

Cabbage Mutation Requirements

Variety	Seed									Fertilizer	Mutation Chance (%)
Red Cabbage	Cabbage	X	—	—	—	X	X	X	X	None	12
Huge Cabbage	Cabbage	X	—	—	—	X	X	X	X	Cabbage Blend	14
Green Cabbage	Red Cabbage	X	—	—	—	—	—	X	—	None	8
Dome Cabbage	Huge Cabbage	—	—	—	X	X	—	—	—	Cabbage Blend	10

Celery

Celery Growth Conditions

Crop	Variety	Season	Terrain	Grow Days	Regrow Days	Seed Cost (G)	No. Sold to Unlock Seeds	Buy Price: Sam (G)	Buy Price: Bastian (G)
	Celery			6	—	20	—	70	105
	Great Celery			6	—	—	—	110	165
	White Celery*			6	—	40	10	80	120
	Great White Celery			6	—	—	—	120	180
	Mystic Herb*			8	—	80	20	180	270
	Great Mystic Herb			8	—	—	—	270	405
	Royal Herb*			8	—	260	30	580	870
	Great Royal Herb			8	—	—	—	870	1305

Celery Mutation Requirements

Variety	Seed									Fertilizer	Mutation Chance (%)
White Celery	Celery	—	—	—	X	X	X	X	X	None	22
Mystic Herb	Celery	—	X	—	—	X	—	—	—	Celery Blend	24
Royal Herb	White Celery	—	—	—	X	—	X	—	—	Celery Blend	20

Onions

Onion Growth Conditions

Crop	Variety	Season	Terrain	Grow Days	Regrow Days	Seed Cost (G)	No. Sold to Unlock Seeds	Buy Price: Sam (G)	Buy Price: Bastian (G)
	Onion			6	—	30	—	70	105
	Great Onion			6	—	—	—	110	165
	Scallion*			6	—	40	10	80	120
	Great Scallion			6	—	—	—	120	180
	Petite Onion*			4	—	90	20	190	285
	Great Petite Onion			4	—	—	—	290	435
	Pearl Onion*			8	—	180	20	390	585
	Great Pearl Onion			8	—	—	—	590	885
	Red Onion*			8	—	180	30	390	585
	Great Red Onion			8	—	—	—	590	885
	Teardrop*			8	—	260	30	570	855
	Great Teardrop			8	—	—	—	860	1290

Onion Mutation Requirements

Variety	Seed									Fertilizer	Mutation Chance (%)
Scallion	Onion	X	—	—	—	X	X	X	X	None	22
Petite Onion	Scallion	X	—	—	—	—	—	—	X	None	18
Pearl Onion	Petite Onion	—	—	X	—	X	—	—	—	None	13
Red Onion	Scallion	—	X	—	—	X	X	X	X	Onion Blend	20
Teardrop	Red Onion	—	—	—	X	—	—	X	—	Onion Blend	15

Strawberries

Strawberry Growth Conditions

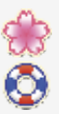
Crop	Variety	Season	Terrain	Grow Days	Regrow Days	Seed Cost (G)	No. Sold to Unlock Seeds	Buy Price: Sam (G)	Buy Price: Bastian (G)
	Strawberry			8	3	20	—	40	60
	Great Strawberry			8	3	—	—	60	90
	White Berry*			8	3	30	10	60	90
	Great White Berry			8	3	—	—	90	135
	Angel Lantern*			8	4	70	20	140	210
	Great Angel Lantern			8	4	—	—	210	315
	Magical Berry			12	6	200	50	430	645
	Great Magical Berry			12	6	—	—	650	975
	Princess's Eye*			12	7	260	50	570	855
	Great Princess's Eye			12	7	—	—	860	1290

Strawberry Mutation Requirements

Variety	Seed									Fertilizer	Mutation Chance (%)
White Berry	Strawberry	—	—	—	X	X	X	X	X	None	22
Angel Lantern	White Berry	—	—	X	—	X	X	X	X	None	18
Magical Berry	Angel Lantern	X	—	—	—	—	—	X	—	Berry Blend	15
Princess's Eye	Angel Lantern	—	X	—	—	—	X	—	—	Berry Blend	15

Tomatoes

Tomato Growth Conditions

Crop	Variety	Season	Terrain	Grow Days	Regrow Days	Seed Cost (G)	No. Sold to Unlock Seeds	Buy Price: Sam (G)	Buy Price: Bastian (G)
	Tomato			6	—	30	—	70	105
	Great Tomato			6	—	—	—	110	165
	San Marzano*			6	—	50	10	110	165
	Great San Marzano			6	—	—	—	170	255
	Red Zeppelin*			8	—	260	20	590	885
	Great Red Zeppelin			8	—	—	—	890	1335
	Crimson*			12	—	160	50	420	630
	Great Crimson			12	—	—	—	630	945
	Killer Tomato*			12	—	510	50	1290	1935
	Great Killer Tomato			12	—	—	—	1940	2910

Tomato Mutation Requirements

Variety	Seed									Fertilizer	Mutation Chance (%)
San Marzano	Tomato	—	X	—	—	—	—	—	X	None	12
Crimson	Tomato	—	—	—	X	X	X	X	X	Tomato Blend	14
Red Zeppelin	San Marzano	X	—	—	—	X	—	—	—	Tomato Blend	10
Killer Tomato	Crimson	—	—	X	—	—	—	—	X	Tomato Blend	10

Corn

Corn Growth Conditions

Crop	Variety	Season	Terrain	Grow Days	Regrow Days	Seed Cost (G)	No. Sold to Unlock Seeds	Buy Price: Sam (G)	Buy Price: Bastian (G)
	Corn			6	2	20	—	40	60
	Great Corn			6	2	—	—	60	90
	Fodder Corn*			6	2	20	10	40	60
	Great Fodder Corn			6	2	—	—	60	90
	Sweet Corn*			8	4	30	20	60	90
	Great Sweet Corn			8	4	—	—	90	135
	Yellow Corn*			8	3	40	50	80	120
	Great Yellow Corn			8	3	—	—	120	180
	Sunset Corn*			8	3	60	50	120	180
	Great Sunset Corn			8	3	—	—	180	270

Corn Mutation Requirements

Variety	Seed									Fertilizer	Mutation Chance (%)
Fodder Corn	Corn	—	X	—	—	X	X	X	X	None	27
Sweet Corn	Corn	—	X	—	—	X	X	X	X	None	27
Yellow Corn	Sweet Corn	—	—	—	X	X	—	—	—	None	23
Sunset Corn	Fodder Corn	—	—	X	—	—	—	—	X	Corn Blend	25

Bell Peppers

Pepper Growth Conditions

Crop	Variety	Season	Terrain	Grow Days	Regrow Days	Seed Cost (G)	No. Sold to Unlock Seeds	Buy Price: Sam (G)	Buy Price: Bastian (G)
	Green Pepper			8	3	20	—	40	60
	Great Green Pepper			8	3	—	—	60	90
	Red Pepper*			8	3	30	10	60	90
	Great Red Pepper			8	3	—	—	90	135
	Orange Pepper*			8	4	40	20	80	120
	Great Orange Pepper			8	4	—	—	120	180
	Magic Pepper*			10	5	120	20	250	375
	Great Magic Pepper			10	5	—	—	380	570
	Purple Pepper*			10	5	120	50	250	375
	Great Purple Pepper			10	5	—	—	380	570

	White Pepper*			8	4	100	50	210	315
	Great White Pepper			8	4	—	—	320	480
	Golden Pepper*			12	6	150	50	430	645
	Great Golden Pepper			12	6	—	—	650	975

Pepper Mutation Requirements

Variety	Seed									Fertilizer	Mutation Chance (%)
Red Pepper	Green Pepper	—	X	—	—	X	X	X	X	Pepper Blend	24
Orange Pepper	Green Pepper	—	X	—	—	X	—	—	—	None	22
Magic Pepper	Green Pepper	X	—	—	—	—	X	—	—	Pepper Blend	20
Purple Pepper	Red Pepper	X	—	—	—	—	—	—	X	None	18
White Pepper	Magic Pepper	—	—	—	X	X	—	—	—	None	13
Golden Pepper	Magic Pepper	—	X	—	—	—	—	X	—	Pepper Blend	15

Grains

Grain Growth Conditions

Crop	Variety	Season	Terrain	Grow Days	Regrow Days	Seed Cost (G)	No. Sold to Unlock Seeds	Buy Price: Sam (G)	Buy Price: Bastian (G)
	Wheat			4	—	20	—	40	60
	Great Wheat			4	—	—	—	60	90
	Durum* Wheat			4	—	20	10	40	60
	Great Durum Wheat			4	—	—	—	60	90

	Barley*			6	—	30	20	60	90
	Great Barley			6	—	—	—	90	135
	Rye*			4	—	60	30	120	180
	Great Rye			4	—	—	—	180	270

Grain Mutation Requirements

Variety	Seed									Fertilizer	Mutation Chance (%)
Durum Wheat	Wheat	—	X	—	—	—	X	—	—	None	27
Barley	Wheat	—	—	X	—	X	X	X	X	None	27
Rye	Barley	—	—	—	X	—	—	—	X	Wheat Blend	25

Hot Peppers

Hot Pepper Growth Conditions

Crop	Variety	Season	Terrain	Grow Days	Regrow Days	Seed Cost (G)	No. Sold to Unlock Seeds	Buy Price: Sam (G)	Buy Price: Bastian (G)
	Hot Pepper			6	2	20	—	40	60
	Great Hot Pepper			6	2	—	—	60	90
	Habanero*			6	2	20	10	40	60
	Great Habanero			6	2	—	—	60	90
	Jalapeno*			6	2	20	20	40	60
	Great Jalapeno			6	2	—	—	60	90

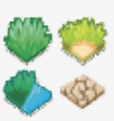
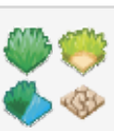
	Dragon Pepper*			8	3	40	50	80	120
	Great Dragon Pepper			8	3	—	—	120	180
	Devil Pepper*			8	3	40	50	80	120
	Great Devil Pepper			8	3	—	—	120	180

Hot Pepper Mutation Requirements

Variety	Seed									Fertilizer	Mutation Chance (%)
Habanero	Hot Pepper	—	—	X	—	—	X	—	—	None	27
Jalapeno	Hot Pepper	X	—	—	—	X	—	—	—	None	27
Dragon Pepper	Jalapeno	—	—	—	X	X	X	X	X	Pepper Blend	25
Devil Pepper	Habanero	—	X	—	—	X	X	X	X	Pepper Blend	25

Potatoes

Potato Growth Conditions

Crop	Variety	Season	Terrain	Grow Days	Regrow Days	Seed Cost (G)	No. Sold to Unlock Seeds	Buy Price: Sam (G)	Buy Price: Bastian (G)
	Potato			4	—	20	—	40	60
	Great Potato			4	—	—	—	60	90
	Purple Potato			5	—	30	10	60	90
	Great Purple Potato			5	—	—	—	90	135
	Giant Potato			10	—	60	20	130	195
	Great Giant Potato			10	—	—	—	200	300

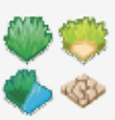
	Black Potato			8	—	120	20	250	375
	Great Black Potato			8	—	—	—	380	570
	Titan Potato			10	—	190	30	400	600
	Great Titan Potato			10	—	—	—	600	900

Potato Mutation Requirements

Variety	Seed									Fertilizer	Mutation Chance (%)
Purple Potato	Potato	—	—	—	X	—	X	—	—	Potato Blend	29
Giant Potato	Potato	—	—	X	—	X	X	X	X	None	27
Black Potato	Purple Potato	—	X	—	—	—	—	X	—	Potato Blend	25
Titan Potato	Black Potato	—	—	—	X	—	—	—	X	Potato Blend	20

Carrots

Carrot Growth Conditions

Crop	Variety	Season	Terrain	Grow Days	Regrow Days	Seed Cost (G)	No. Sold to Unlock Seeds	Buy Price: Sam (G)	Buy Price: Bastian (G)
	Carrot			4	—	20	—	40	60
	Great Carrot			4	—	—	—	60	90
	Baby Carrot			3	—	30	10	60	90
	Great Baby Carrot			3	—	—	—	90	135
	Brown Carrot			5	—	40	20	80	120
	Great Brown Carrot			5	—	—	—	120	180

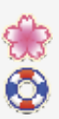
	White Carrot			7	—	140	30	300	450
	Great White Carrot			7	—	—	—	450	675
	Mandrake			7	—	140	30	300	450
	Great Mandrake			7	—	—	—	450	675

Carrot Mutation Requirements

Variety	Seed									Fertilizer	Mutation Chance (%)
Baby Carrot	Carrot	—	—	—	X	X	—	—	—	None	22
Brown Carrot	Carrot	—	X	—	—	—	—	X	—	None	22
White Carrot	Baby Carrot	—	—	—	X	X	X	X	X	Carrot Blend	20
Mandrake	Brown Carrot	—	—	X	—	—	—	—	X	Carrot Blend	20

Pumpkins

Pumpkin Growth Conditions

Crop	Variety	Season	Terrain	Grow Days	Regrow Days	Seed Cost (G)	No. Sold to Unlock Seeds	Buy Price: Sam (G)	Buy Price: Bastian (G)
	Pumpkin			9	4	20	—	40	60
	Great Pumpkin			9	4	—	—	60	90
	Zucchini			8	3	30	10	60	90
	Great Zucchini			8	3	—	—	90	135
	Squash			10	5	40	20	80	120
	Great Squash			10	5	—	—	120	180

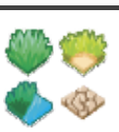
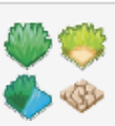
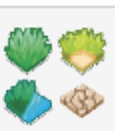
	Giant Squash			24	7	530	20	1340	2010
	Great Giant Squash			24	7	—	—	2010	3015
	Cream Pumpkin			12	7	190	50	410	615
	Great Cream Pumpkin			12	7	—	—	620	930
	Giant Pumpkin			18	8	390	50	900	1350
	Great Giant Pumpkin			18	8	—	—	1350	2025

Pumpkin Mutation Requirements

Variety	Seed									Fertilizer	Mutation Chance (%)
Zucchini	Pumpkin	—	X	—	—	—	—	X	—	None	27
Squash	Pumpkin	X	—	—	—	X	—	—	—	None	27
Giant Squash	Squash	—	X	—	—	X	X	X	X	Pumpkin Blend	25
Cream Pumpkin	Squash	—	—	—	X	X	X	X	X	None	23
Giant Pumpkin	Giant Squash	—	—	X	—	—	—	—	X	Pumpkin Blend	20

Spinach

Spinach Growth Conditions

Crop	Variety	Season	Terrain	Grow Days	Regrow Days	Seed Cost (G)	No. Sold to Unlock Seeds	Buy Price: Sam (G)	Buy Price: Bastian (G)
	Spinach			4	—	20	—	40	60
	Great Spinach			4	—	—	—	60	90
	Baby Spinach			4	—	30	10	60	90
	Great Baby Spinach			4	—	—	—	90	135

	Savoy Spinach			5	—	40	20	80	120
	Great Savoy Spinach			5	—	—	—	120	180
	Lilac Spinach			6	—	80	30	170	255
	Great Lilac Spinach			6	—	—	—	260	390
	Pink Spinach			7	—	140	30	300	450
	Great Pink Spinach			7	—	—	—	450	675

Spinach Mutation Requirements

Variety	Seed									Fertilizer	Mutation Chance (%)
Baby Spinach	Spinach	—	—	—	X	X	X	X	X	Spinach Blend	29
Savoy Spinach	Spinach	X	—	—	—	X	—	—	—	None	27
Lilac Spinach	Savoy Spinach	—	—	X	—	—	—	X	—	None	23
Pink Spinach	Baby Spinach	—	—	—	X	X	X	X	X	Spinach Blend	25

Broccoli

Broccoli Growth Conditions

Crop	Variety	Season	Terrain	Grow Days	Regrow Days	Seed Cost (G)	No. Sold to Unlock Seeds	Buy Price: Sam (G)	Buy Price: Bastian (G)
	Broccoli			6	—	20	—	40	60
	Great Broccoli			6	—	—	—	60	90
	Broccolini			5	—	30	10	60	90
	Great Broccolini			5	—	—	—	90	135

	Romanesco			9	—	190	20	410	615
	Great Romanesco			9	—	—	—	620	930
	Evergreen			10	—	190	30	410	615
	Great Evergreen			10	—	—	—	620	930
	Dryad			11	—	380	30	870	1305
	Great Dryad			11	—	—	—	1310	1965

Broccoli Mutation Requirements

Variety	Seed									Fertilizer	Mutation Chance (%)
Broccolini	Broccoli	—	—	X	—	X	—	—	—	None	22
Romanesco	Broccolini	—	—	—	X	X	X	X	X	Broccoli Blend	20
Evergreen	Broccolini	—	X	—	—	—	—	—	X	None	18
Dryad	Romanesco	X	—	—	—	X	—	—	—	Broccoli Blend	15

Berries

Berry Growth Conditions

Crop	Variety	Season	Terrain	Grow Days	Regrow Days	Seed Cost (G)	No. Sold to Unlock Seeds	Buy Price: Sam (G)	Buy Price: Bastian (G)
	Blueberry			15	3	30	—	70	105
	Great Blueberry			15	3	—	—	110	165
	Cranberry			12	3	50	10	110	165
	Great Cranberry			12	3	—	—	170	255

	Gooseberry			12	3	70	20	140	210
	Great Gooseberry			12	3	—	—	210	315
	Blackcurrant			15	3	50	30	100	150
	Great Blackcurrant			15	3	—	—	150	225
	Goldberry			20	2	240	50	520	780
	Goldberry			20	2	—	—	780	1170

Berry Mutation Requirements

Variety	Seed									Fertilizer	Mutation Chance (%)
Cranberry	Blueberry	—	—	—	X	—	—	X	—	Berry Blend	24
Gooseberry	Cranberry	—	—	X	—	X	X	X	X	None	18
Blackcurrant	Blueberry	—	—	—	X	X	—	—	—	None	22
Goldberry	Cranberry	X	—	—	—	—	—	—	X	Berry Blend	20

Melons

Melon Growth Conditions

Crop	Variety	Season	Terrain	Grow Days	Regrow Days	Seed Cost (G)	No. Sold to Unlock Seeds	Buy Price: Sam (G)	Buy Price: Bastian (G)
	Watermelon			8	—	50	—	140	210
	Great Watermelon			8	—	—	—	210	315
	Mellow Yellow			8	—	110	10	260	390
	Great Mellow Yellow			8	—	—	—	390	585

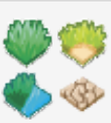
	Cannonball			10	—	110	20	260	390
	Great Cannonball			10	—	—	—	390	585
	Kegling			10	—	350	30	820	1230
	Great Kegling			10	—	—	—	1230	1845
	Snowman			12	—	830	50	2990	4485
	Great Snowman			12	—	—	—	4490	6735

Melon Mutation Requirements

Variety	Seed									Fertilizer	Mutation Chance (%)
Mellow Yellow	Watermelon	—	X	—	—	—	—	—	X	None	12
Cannonball	Watermelon	—	X	—	—	—	X	—	—	None	12
Kegling	Cannonball	—	—	X	—	—	—	—	X	Melon Blend	10
Snowman	Mellow Yellow	—	—	—	X	—	—	X	—	Melon Blend	10

Asparagus

Asparagus Growth Conditions

Crop	Variety	Season	Terrain	Grow Days	Regrow Days	Seed Cost (G)	No. Sold to Unlock Seeds	Buy Price: Sam (G)	Buy Price: Bastian (G)
	Asparagus			12	3	30	—	70	105
	Great Asparagus			12	3	—	—	110	165
	Baby Asparagus			8	3	30	10	60	90
	Great Baby Asparagus			8	3	—	—	90	135

	Purple Asparagus			12	4	80	20	180	270
	Great Purple Asparagus			12	4	—	—	270	405
	Phalanx			16	6	350	30	820	1230
	Great Phalanx			16	6	—	—	1230	1845

Asparagus Mutation Requirements

Variety	Seed									Fertilizer	Mutation Chance (%)
Baby Asparagus	Asparagus	X	—	—	—	X	X	X	X	None	12
Purple Asparagus	Asparagus	X	—	—	—	—	X	—	—	Asparagus Blend	14
Phalanx	Purple Asparagus	—	—	X	—	—	—	—	X	Asparagus Blend	10

Fruit Trees

Fruit trees are the most straightforward crop to farm and also one of the trickiest, as they have only a 3 percent chance of yielding Great fruit. Also, unlike crops that yield multiple harvests, fruit trees either always yield Great fruit or always yield basic fruit. They don't change between harvests.

Keep the area around your fruit trees clear of rocks and saplings.

The key to growing fruit trees is to plant them out of season, at least several weeks before they enter their fruiting season, so you maximize the amount of fruit you get per season. Plant them at least two or three squares from one another, and keep the area between them free of rocks and other trees that grow. Consider planting grass around your fruit trees to cut down on required maintenance.

Fruit Tree Growth Conditions

Fruit	Variety	Fruit Season	Sapling Cost (G)	Maturity Days	Regrow Days	Buy Price: Sam (G)	Buy Price: Bastian (G)
	Grapefruit		2000	28	3	100	150
	Great Grapefruit		—	28	3	120	180
	Peach		3000	28	3	200	300
	Great Peach		—	28	3	240	360
	Apple		3000	28	3	150	225
	Great Apple		—	28	3	180	270
	Orange		3000	28	3	300	450
	Great Orange		—	28	3	360	540

Flowers and Foraging

Several species of flowers grow wild throughout the island, along with Mushrooms and Bamboo Shoots. These forageable items serve as free sustenance and can be sold, used as gifts, or even used in building repairs. Many other species of flowers can be planted and harvested for profits. Flowers behave much like normal crops in that they can mutate in specific growing conditions and be sold to Carol. Sell enough of them to her to unlock the mutated seeds.

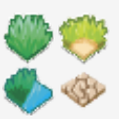
Foraging

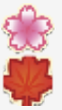
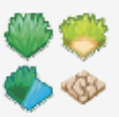
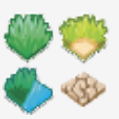
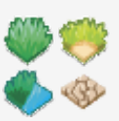
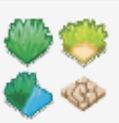
Item	Season Found	Recommended Use
Bamboo Shoot		Eat
Tulip		Repairs, Gifts, Sell

Marguerite		Gifts
Sunflower		Gifts, Sell
Pink Dahlia		Gifts, Sell
Mushroom		Eat
Poinsettia		Gifts, Sell
Cosmos		Gifts, Sell
Carnation		Gifts, Sell

Flower Growth Conditions

Flower	Variety	Season	Terrain	Grow Days	Regrow Days	Seed Cost (G)	No. Sold to Unlock Seeds	Buy Price: Sam (G)	Buy Price: Carol (G)
	Marguerite			4	—	20	—	50	75
	Great Marguerite			4	—	—	—	80	120
	Tulip			6	—	30	—	70	105
	Great Tulip			6	—	—	—	110	165
	White Tulip*			6	—	40	10	90	135
	Great White Tulip			6	—	—	—	140	210

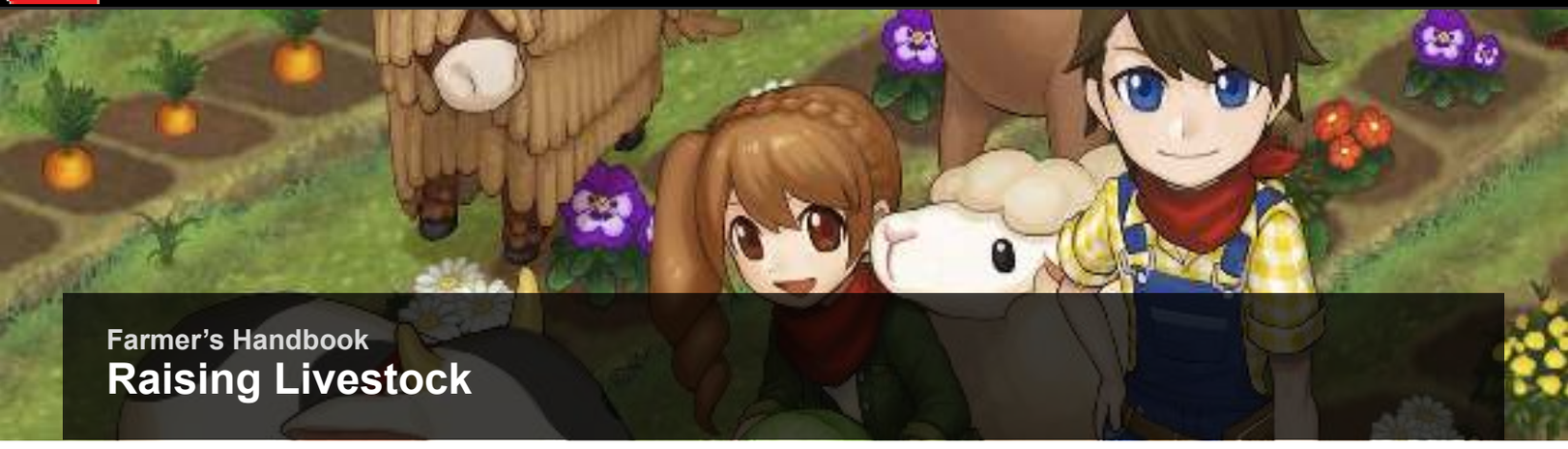
	Yellow Tulip*			6	—	40	30	90	135
	Great Yellow Tulip			6	—	—	—	140	210
	Pink Rose			12	—	80	—	280	420
	Great Pink Rose			12	—	—	—	420	630
	Sunflower			6	—	20	—	50	75
	Great Sunflower			6	—	—	—	80	120
	Pink Dahlia			8	—	50	—	150	225
	Great Pink Dahlia			8	—	—	—	230	345
	White Dahlia			8	—	110	10	290	435
	Great White Dahlia			8	—	—	—	440	660
	Yellow Dahlia			8	—	110	30	290	435
	Great Yellow Dahlia			8	—	—	—	440	660
	Red Rose			12	—	80	—	280	420
	Great Red Rose			12	—	—	—	420	630
	Cosmos			6	—	30	—	70	105
	Great Cosmos			6	—	—	—	110	165

	Sunny Red*			6	—	50	30	90	135
	Great Sunny Red			6	—	—	—	140	210
	Carnation			8	—	50	—	110	165
	Great Carnation			8	—	—	—	170	225
	Pink Carnation*			8	—	110	30	290	435
	Great Pink Carnation			8	—	—	—	440	660
	White Rose			12	—	80	—	280	420
	Great White Rose			12	—	—	—	420	630
	Pink Pansy			8	—	30	—	70	105
	Great Pink Pansy			8	—	—	—	110	165
	Yellow Pansy*			8	—	60	10	140	210
	Great Yellow Pansy			8	—	—	—	210	315
	Purple Pansy*			8	—	60	30	140	210
	Great Purple Pansy			8	—	—	—	210	315
	Viola*			6	—	80	50	180	270
	Great Viola			6	—	—	—	270	405

	Blue Rose			12	—	80	—	280	420
	Great Blue Rose			12	—	—	—	420	630

Flower Mutation Requirements

Variety	Seed									Fertilizer	Mutation Chance (%)
Sunny Red	Cosmos	—	—	X	—	—	—	—	X	None	22
Pink Carnation	Carnation	—	—	X	—	—	X	—	—	None	12
Yellow Pansy	Pink Pansy	—	—	—	X	X	—	—	—	None	27
Purple Pansy	Pink Pansy	—	—	—	X	X	—	—	—	None	27
Viola	Purple Pansy	—	—	—	X	X	—	—	—	None	18
White Tulip	Tulip	X	—	—	—	X	—	—	—	None	22
Yellow Tulip	Tulip	X	—	—	—	X	—	—	—	None	22
White Dahlia	Pink Dahlia	—	X	—	—	X	—	—	—	None	12
Yellow Dahlia	Pink Dahlia	—	X	—	—	X	—	—	—	None	12



Farmer's Handbook

Raising Livestock

Growing vegetables and fruits is only half the fun of running a farm. You've also got animals to care for. After all, it wouldn't be a farm without fresh Milk and Eggs! Fortunately, caring for chickens and other animals is straightforward, and Sofia and Gabriel teach you almost everything you need to know when you buy your animals. Their advice comes free, along with the Milker, Shears, and Pitchfork.

Keep a tidy Chicken Coop so your chickens can keep producing Eggs.

Raising livestock requires four daily steps:

- Feed your animals every day. Either put Fodder or Animal Feed in their troughs, or let them outside to graze on mature grass you've planted.
- Clean up their mess. The Compost you collect can lead to sickness if left unattended in the Chicken Coop or Animal Barn. Collect it each and every day to keep your animals healthy.
- Interact with your animals every day to keep them happy. Pick up your chickens, and pet and brush your livestock.
- Collect the Eggs every day so there's room for tomorrow's Eggs. Return to the barn after feeding animals to collect Milk, Wool, or fur.

Upgrade the size of your Chicken Coop and Animal Barn as soon as you can to ensure you have plenty of animals producing materials for you. Sofia is always happy to sell you more animals, but you can use the incubator and Miracle Potion for any duplicates you wish to have. Always place an Egg in the incubator whenever there's an opening, to get a free chicken. Similarly, consider using the Miracle Potion to impregnate your livestock when there's room available, especially if you don't have a pressing need for the Milk or Wool it produces.

The Miracle Potion impregnates your animals, allowing you to expand your herd for a fraction of the cost.

You're free to buy and sell animals from Sofia as often as you like, though she only buys healthy animals from you. Purchase medicine from Sofia's Livestock as soon as Gabriel alerts you to an illness, so you catch it before it spreads.

Failure to tend to your animals may lead to a dire situation.

Riding Your Horse

Buying a horse is completely optional, but it does make it possible to get around the island a lot quicker. Brush and feed your horse every day to keep it happy, and use the Horse Whistle to call it whenever you want to go for a ride. Just make sure to put it away in the barn at the end of the night, else Rowan gets mad.

There are several options when it comes to feeding your animals. All animals and chickens can be fed the same food—Animal Feed—but you can make your own feed, purchase it from Sofia's Livestock, or plant grass and allow your animals to graze. At 30G per bag, Animal Feed can really get expensive early on, though buying it in bulk from Sofia's Livestock is the easiest way to ensure you always have plenty of food on hand. Keep in mind, though, that higher-quality feed yields higher-quality Eggs, Milk, and other products. The only way to get Great Animal Feed or Delicious Animal Feed is to make it at the Windmill. Lastly, animals like to go outside and graze. Consider fencing a large area of planted grass and allowing your animals outside on nice-weather days.

Put your animals back in the barn at the end of the day, or they may get stressed out.

Windmill: Cornmeal and Animal Feed Recipes

Type	Ingredients	Qty Made
Flour	Wheat x3	2
Great Flour	Great Wheat x3	2
Durum Wheat Flour	Durum Wheat x3	2
Great Durum Wheat Flour	Great Durum Wheat x3	2
Barley Flour	Barley x3	2
Great Barley Flour	Great Barley x3	2
Rye Flour	Rye x3	2
Great Rye Flour	Great Rye x3	2
Cornmeal	Corn x2	3
Great Cornmeal	Great Corn x2	3
Fodder Cornmeal	Fodder Corn x2	3
Great Fodder Cornmeal	Great Fodder Corn x2	3
Sweet Cornmeal	Sweet Corn x2	3
Great Sweet Cornmeal	Great Sweet Corn x2	3
Yellow Cornmeal	Yellow Corn x2	3
Great Yellow Cornmeal	Great Yellow Corn x2	3
Sunset Cornmeal	Sunset Corn x2	3
Great Sunset Cornmeal	Great Sunset Corn x2	3
Animal Feed	Cornmeal x2	2
Great Animal Feed	Fodder Cornmeal x2	2
Delicious Animal Feed	Flour x2, Strawberry x3, Milk x2	2

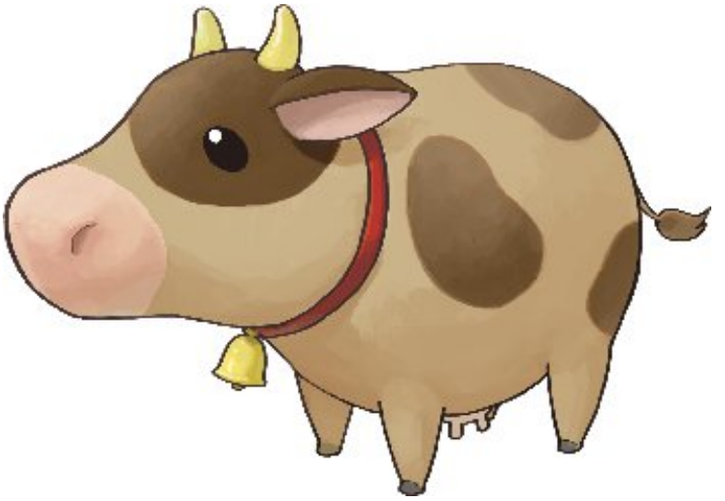
Chickens

Species	Cost (G)	Adulthood (Days)	Product	Collection Freq.	Incubation	*Sell Young (G)	*Sell Adult (G)
Chicken	2000	8	Egg	Daily	5	500~1,000	1,000~10,000
Brown Chicken	6000	8	Candy Egg	Daily	5	1,000~8,000	1,500~12,000

* Sales price based on affection level.

Chicken Products: Eggs

Product	Sell: Sam (G)	Sell: Bastian (G)
Egg	50	75
Great Egg	60	90
Ultimate Egg	70	105
Supreme Egg	80	120
Miracle Egg	100	150
Candy Egg	150	225
Great Candy Egg	180	270
Ultimate Candy Egg	200	300
Supreme Candy Egg	230	345
Miracle Candy Egg	300	450



Cows

Species	Cost (G)	Adulthood (Days)	Product	Collection Freq.	Pregnancy (Days)	*Sell Young (G)	*Sell Adult (G)
Cow	7000	15	Milk	Daily	5	1,000~10,000	2,000~50,000
Brown Cow	20,000	15	Chocolate Milk	Daily	5	1,500~15,000	3,000~60,000

*Sales price based on affection level. Pregnant animals cannot be sold.

Cow Products: Milk

Product	Sell: Sam (G)	Sell: Bastian (G)
Milk	150	225
Great Milk	180	270
Ultimate Milk	200	300
Supreme Milk	230	345
Miracle Milk	300	450
Chocolate Milk	450	675
Great Chocolate Milk	540	810
Ultimate Chocolate Milk	590	885
Supreme Chocolate Milk	680	1020
Miracle Chocolate Milk	900	1350

Donkeys

Species	Cost (G)	Adulthood (Days)	Product	Collection Freq.	Pregnancy (Days)	*Sell Young (G)	*Sell Adult (G)
Donkey	20,000	30	Donkey Fur	3 days	5	1,000~8,000	1,500-12,000
Silky Donkey	60,000	30	Silky Fur	3 days	5	1,500~15,000	3,000~60,000

*Sales price based on affection level. Pregnant animals cannot be sold.

Donkey Products: Fur

Product	Sell: Sam (G)	Sell: Bastian (G)
Donkey Fur	120	—
Great Donkey Fur	140	—
Ultimate Donkey Fur	160	—
Supreme Donkey Fur	180	—
Miracle Donkey Fur	240	—
Silky Fur	120	—
Great Silky Fur	140	—
Ultimate Silky Fur	160	—
Supreme Silky Fur	180	—
Miracle Silky Fur	240	—

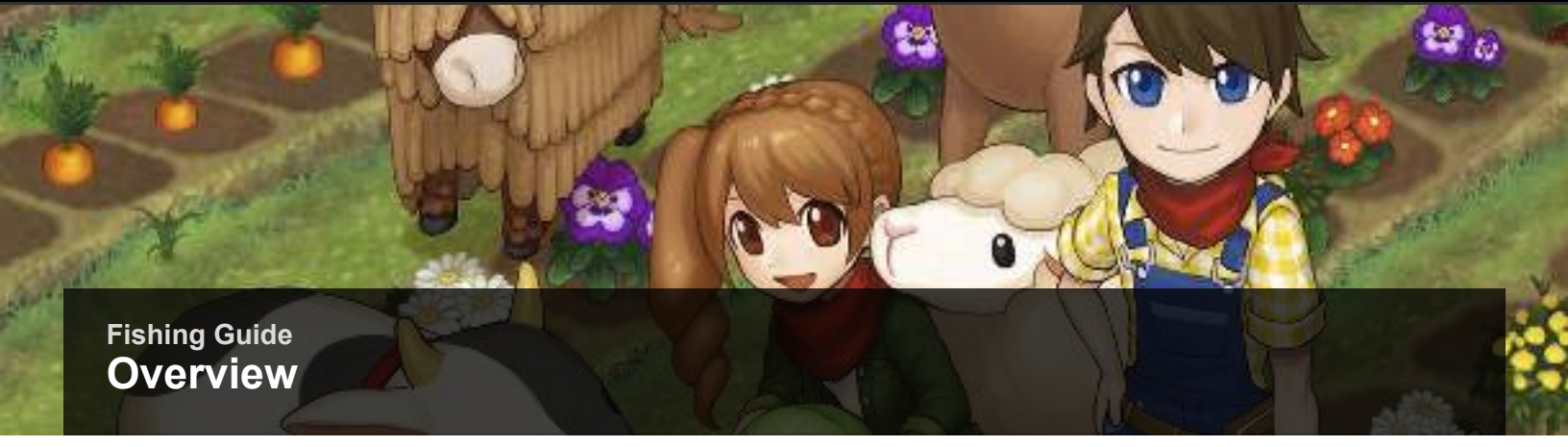
Sheep

Species	Cost (G)	Adulthood (Days)	Product	Collection Freq.	Pregnancy (Days)	*Sell Young (G)	*Sell Adult (G)
Sheep	10,000	12	Wool	3 days	5	1,000~10,000	2,000~50,000
Cotton Sheep	30,000	12	Cotton Candy Wool	3 days	5	1,500~15,000	3,000~60,000

*Sales price based on affection level. Pregnant animals cannot be sold.

Sheep Products: Wool

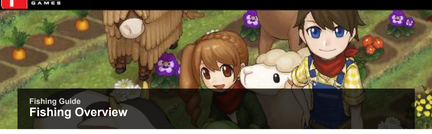
Product	Sell: Sam (G)	Sell: Bastian (G)
Wool	250	—
Great Wool	300	—
Ultimate Wool	330	—
Supreme Wool	380	—
Miracle Wool	500	—
Cotton Candy Wool	750	—
Great Cotton Candy Wool	900	—
Ultimate Cotton Candy Wool	980	—
Supreme Cotton Candy Wool	1130	—
Miracle Cotton Candy Wool	1500	—



Fishing Guide

Overview

Every good farmer knows the faster you tackle your chores, the more time you can spend casting for fish. If wetting a hook is your idea of a day well spent, you're in luck! Beacon Town and its surrounding regions have a bevy of well-stocked fishing waters. But you need the right intel—and the right bait—to reel in the big one. That's where this chapter comes in.



Fishing Guide

Fishing Overview

You acquire the base-level Fishing Rod from Cyril during **Chapter 2: Light the Way** of your quest to restore the lighthouse. Fishing serves multiple purposes on the island. For starters, the fish you catch can be sold to Sam or Bastian (Bastian only buys fish he can serve in his restaurant), they can be cooked and eaten, and they can be used to make bait and Fertilizer. Don't underestimate this third usage, especially late in the game, as specialty baits and Fertilizers are essential to catching rarer fish and achieving exotic crop mutations.

But before you go worrying about what to do with your catch, you have to land the fish! This section discusses the different Fishing Rods, bait, and techniques needed to get fishing. For information on the Fishing Contests, refer to the **Weddings, Festivals, and Contests** chapter.

Fishing Rods

There are three Fishing Rods available. Though they all function exactly the same, you can acquire upgraded rods at Gus's Smithy. Unlike other tools, there is no Expert-grade Fishing Rod. The Master Fishing Rod and Glorious Fishing Rod are capable of catching two and three fish, respectively. Upgraded rods can spell the difference between winning and losing in the monthly Fishing Contests, especially in the Advanced Class.

Catching multiple fish on a single cast with the Glorious Fishing Rod!

Glorious Indeed!

The large pond in Farm: Eastern Area is a great place to fish in the fall, even with only Good Bait. We've managed to catch 5x Green Arowana with the Glorious Rod and Good Bait on just two casts! And that's no fish tale!

Fishing Rods

Tool	Name	Description	Materials Required	Upgrade Cost
	Fishing Rod	A fishing rod you received from Cyril. A bit basic, but gets the job done.	—	—
	Master Fishing Rod	Made with good materials. Can catch more than one fish.	10x Softwood Lumber, 10x Iron, 5x Orichalcum	10,000G
	Glorious Fishing Rod	Made with the best materials. Can catch more than one fish.	10x Hardwood Lumber, 3x Soul Gem, 5x Adamantite	50,000G

Bait

Though it may surprise you how many fish can be caught with an empty hook, you'll be hard-pressed to catch anything more valuable than a Mosquitofish or Perch without some high-quality bait. Bait comes in multiple grades, ranging from Regular to Ragnarok, but you must unlock the recipes for bait by completing Cyril's requests. The types of Cornmeal and fish required for many of the recipes can be substituted (i.e., Sweet Cornmeal in place of Fodder Cornmeal, or Rainbow Trout instead of a Goby). When fishing, use the Shoulder Buttons to toggle through the available bait types.

Use the Windmill to make yourself a supply of bait.

Bait Types and Recipes

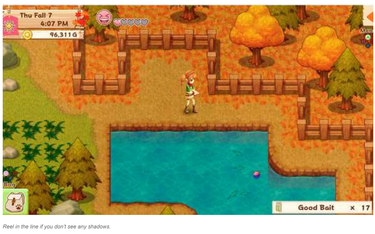
Bait	Unlocked	Ingredients (cheapest options shown)	Bait Qty
Regular Bait	Cyril: Country Life 1	4x Cornmeal	10
Good Bait	Cyril: Country Life 3	4x Cornmeal, 2x Mosquitofish	10
Excellent Bait	Cyril: Country Life 5	4x Fodder Cornmeal, 1x Goby	10
Delectable Fish Feed	Cyril: Country Life 7	4x Fodder Cornmeal, 3x Asparagus, 1x Goby	10
Fertilizer Fish Feed	Cyril: Country Life 8	4x Fodder Cornmeal, 3x Tomato, 2x Mosquitofish	10
Tropical Fish Feed	Cyril: Country Life 9	5x Sunset Cornmeal, 2x Watermelon, 3x Piranha	10
Ragnarok Fish Feed	Cyril: Country Life 10	5x Yellow Cornmeal, 2x Phalanx, 1x Electric Eel	20

Fishing par Excellence!

Excellent Bait is arguably the most versatile bait type and is the preferred bait of the many species of valuable Arowana that ply the waters of the farm. Stock up on Fodder Corn (or Sweet Corn) and Goby fish throughout the summer so you can make yourself a bounty of Excellent Bait in the fall.

Fishing for Shadows

Fishing in *Harvest Moon: Light of Hope* is as easy as pressing the Action Button. Approach a body of water (see the following section for valid fishing zones). If a square of water lights up, signaling a viable casting spot, press the Action Button to bring up the Bait Selection box, then press again to confirm your selection and cast.

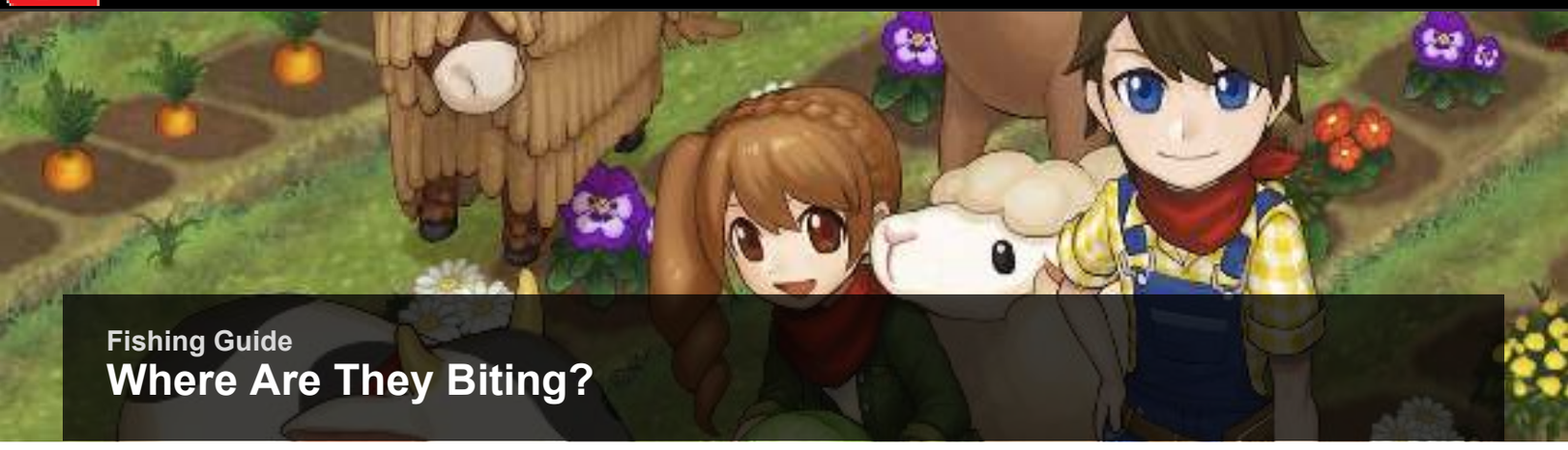


Reel in the line if you don't see any shadows.

Once the hook is cast, all you need to do is look for the fish shadows. If no shadows appear, press the Action Button to reel it in, and cast again. Otherwise, wait for one of the fish shadows to swim to the hook and nibble. Fish typically nibble on the bait four to seven times before finally biting the hook. Be patient and wait for the "!" before pressing the Action Button to set the hook. Once the meter appears, rapidly tap the Action Button to reel in the fish. That's all there is to it!

Wait until you see the exclamation point before setting the hook.

As you'll see in the next section, there are a lot of factors that determine which fish you're likely to catch. The time of day, season, location, and bait type all contribute to the end result. Even then, some fish are a lot rarer than others.



Fishing Guide

Where Are They Biting?

You might expect fish to be segregated between freshwater and saltwater, and that holds true for some species, but there's a good deal of overlap. Primarily, fish species are restricted more or less by geographic zones, with the most exclusive fish confined to the marsh ponds east of the beach. Similarly, some of the saltwater fish can only be caught off the pier at the lighthouse overlook and don't appear near the fishing pier at the beach.

About Those Encyclopedia Descriptions…

The in-game Encyclopedia descriptions can be really helpful, but it's important to note that they only refer to the most optimal time or place to catch a fish. Many fish can be caught in multiple areas—there's a lot of overlap between mountain and farm. The following table shows all of the areas and times in which we've caught a particular species of fish.

Though it can be confusing, and the randomness may lead you to believe otherwise, all of the waters within a certain area contain the same fish. These can be broken into the following zones, which we use to plot fish location in our associated table.

Farm: This includes the rivers running through the main farm area, as well as the large pond in Farm: Eastern Area. We recommend fishing near the bridge by the Windmill or in the large pond to the east.

Mountain: This area includes both the river beneath the waterfall and the lake near Harvest Goddess Spring. We recommend fishing in the lake, though some fish do prefer the mountain stream, such as the Akame.

Beach: Fish can only be caught off the concrete fishing pier that wraps around Azure Rock. Though it's possible to cast a fishing line from the sand, you won't catch any fish this way. The river to the east of the sound (near the river mouth) is considered farm territory. Fish species vary on different sides of the pier so be sure to experiment.

Lighthouse Overlook: The only place you can cast a line at the lighthouse overlook is off the wooden fishing pier, which may well be one of the last structures you repair on the island. Note that some fish prefer to swim along certain sides of the pier. Fish from all sides to increase your chances.

Marsh Ponds: The tiny ponds in the marsh area contain some elusive—and highly prized—fish, including the rumored Electric Eel. Though technically part of the “beach” according to the map, the marsh environment is its own fishing zone.

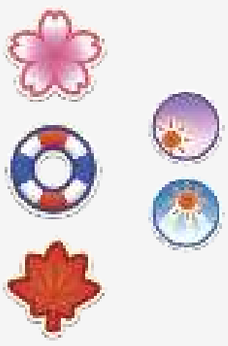
Legend: Season and Time of Day

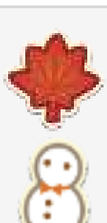
Icon	Definition
	Spring

	Summer
	Fall
	Winter
	Morning (6:00 a.m. to 10:59 a.m.)
	Daytime (11:00 a.m. to 3:59 p.m.)
	Evening (4:00 p.m. to 6:59 p.m.)
	Night (7:00 p.m. to 4:59 a.m.)

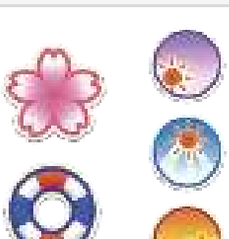
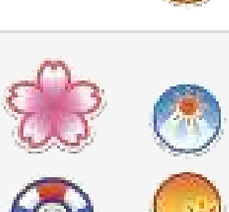
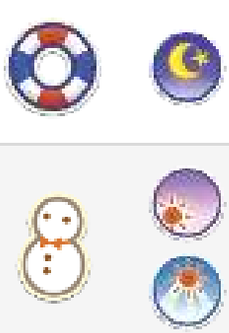
Fish Species (listed as they appear in the Encyclopedia)

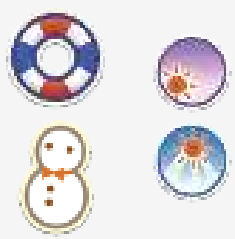
Species	Name	Season	Time of Day	Recommended Bait	Farm	Mountain	Beach Pier	Lighthouse Pier	Marsh Ponds	Se (S
	Rainbow Trout			Good	X	X	X	X	—	900G

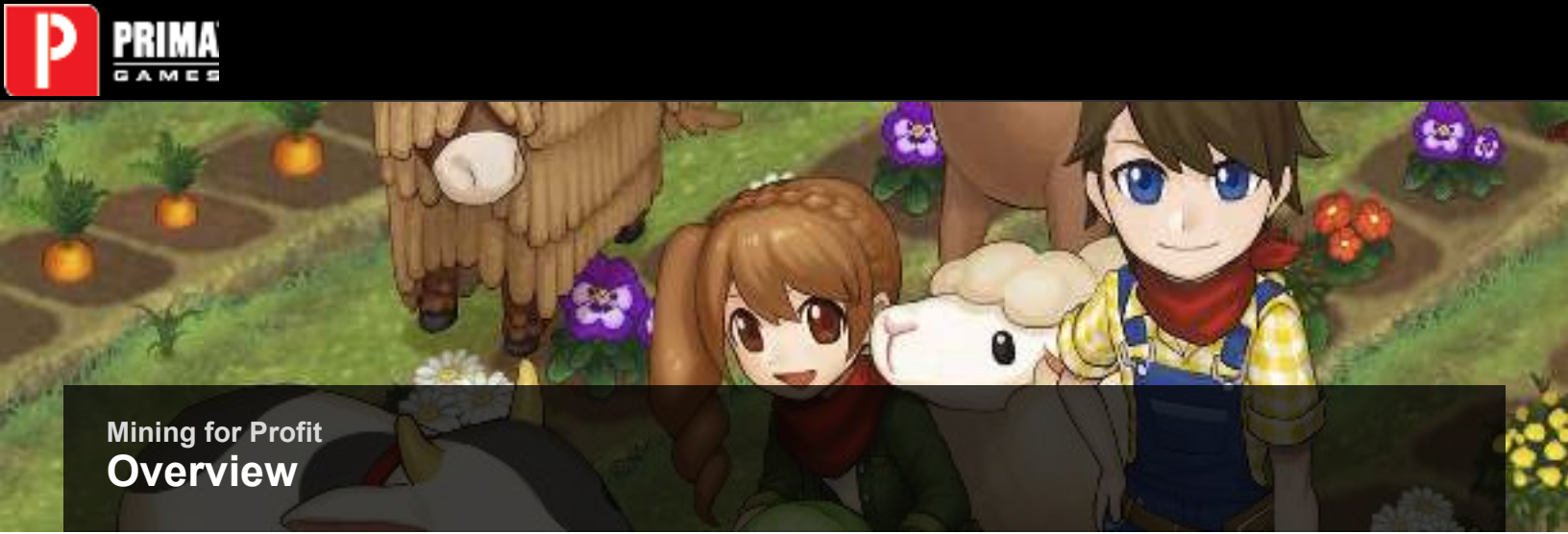
	Mosquitofish		Regular	X	X	X	X	X	200G
	Perch		Regular	X	X	—	—	—	100G
	Yellow Perch		Regular	X	X	—	—	—	200G
	Goby		Good	X	—	X	—	—	600G
	Barbatus		Regular	X	X	—	—	—	2,000

	Bullhead			Delectable	X	—	X	X	—	1,700
	Arowana			Good	X	X	—	—	—	2,000
	Bluegill			Regular	—	X	—	—	—	600G
	Crucian Carp			Regular	X	X	—	—	—	500G
	Alligator Gar			Tropical	X	X	—	—	—	11,30
	Akame			Ragnarok	—	X	—	—	—	8,500
	Green Arowana			Good	X	X	—	—	—	4,700
	Banjar Arowana			Excellent	X	X	—	—	—	11,30

	Golden Arowana			Excellent	X	—	X	—	—	14,50
	Super Red Arowana			Ragnarok	—	—	—	—	X	18,50
	White Crucian Carp			Regular	X	X	X	—	—	1,300
	Goldfish			Good	—	X	—	—	X	4,200
	Calico Goldfish			Good	—	X	—	—	X	7,600
	Spotted Gar			Fertilizer	X	X	—	—	X	4,000
	Black Bass			Regular	X	X	—	—	—	1,000

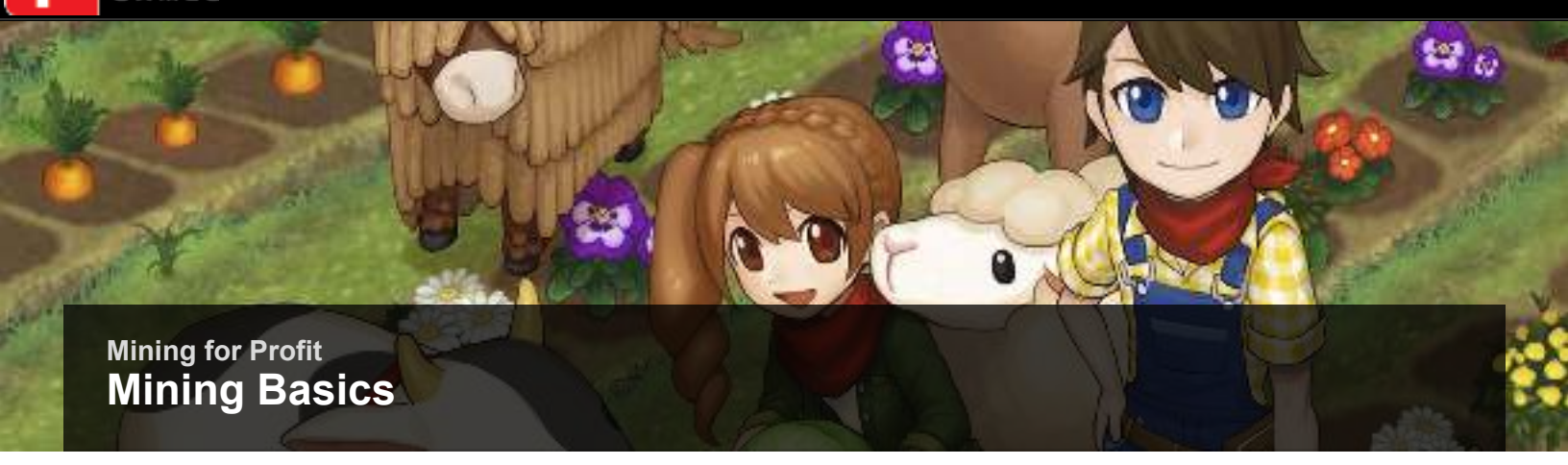
	Tilapia		Regular	X	X	X	X	—	400G
	Redbelly Tilapia		Good	X	X	X	X	—	1,000
	Arapaima		Tropical	X	—	—	—	—	12,70
	Piranha		Regular	X	X	—	—	—	600G
	Piraya Piranha		Delectable	X	X	—	—	—	1,600
	Electric Eel		Tropical	—	—	—	—	X	18,00
	Tuna		Tropical	—	—	X	X	—	6,000

	Sardine		Regular	—	—	X	X	—	300G
	Cod		Good	—	—	X	X	—	1,300
	Sea Bream		Excellent	—	—	X	X	—	2,000
	Striped Beakfish		Excellent	—	—	—	X	—	2,000
	Righteye Flounder		Delectable	—	—	X	—	—	2,500
	Olive Flounder		Delectable	—	—	X	—	—	2,500



Mining for Profit
Overview

Whether you need metals for building or money, there’s no better place to turn than the mine. One hundred levels deep and filled with ore that can be processed into metals and valuable gemstones, the mine is a place to frequent early and often. This chapter contains all you need to know to get the most out of your time underground, including charts showing which ore types are found at what depth and tips for getting the most money the fastest way possible.



Mining for Profit

Mining Basics

Located in the mountain area of the island, the mine is unlocked during **Chapter 2** of your quest to restore the lighthouse, for a cost of 10x Softwood Lumber and 500G. Once the mine entrance is repaired, Gus lends you the Hammer you need to smash the ore-containing crystals found within. To progress underground, you must use the Hoe to uncover the hidden ladder. Every level contains a ladder leading deeper into the mine, all the way down to Level 100. Sounds easy, right? Keep reading.

Preparations

Don’t let the early floors of the mine mislead you into thinking the levels are all very small. The deeper you get in the mine, the larger the individual floors are. Larger floors contain many more crystals for you to smash, which is great, but it also means you spend much more time searching for the ladder. And though you can leave at any time by simply climbing the ladder, it’s worth aiming to reach the next checkpoint before exiting. Checkpoints exist every five levels (Level 6, 11, 16, 21, 26, etc.), and you’re unlikely to clear more than five levels in a single visit once you get below Level 20.

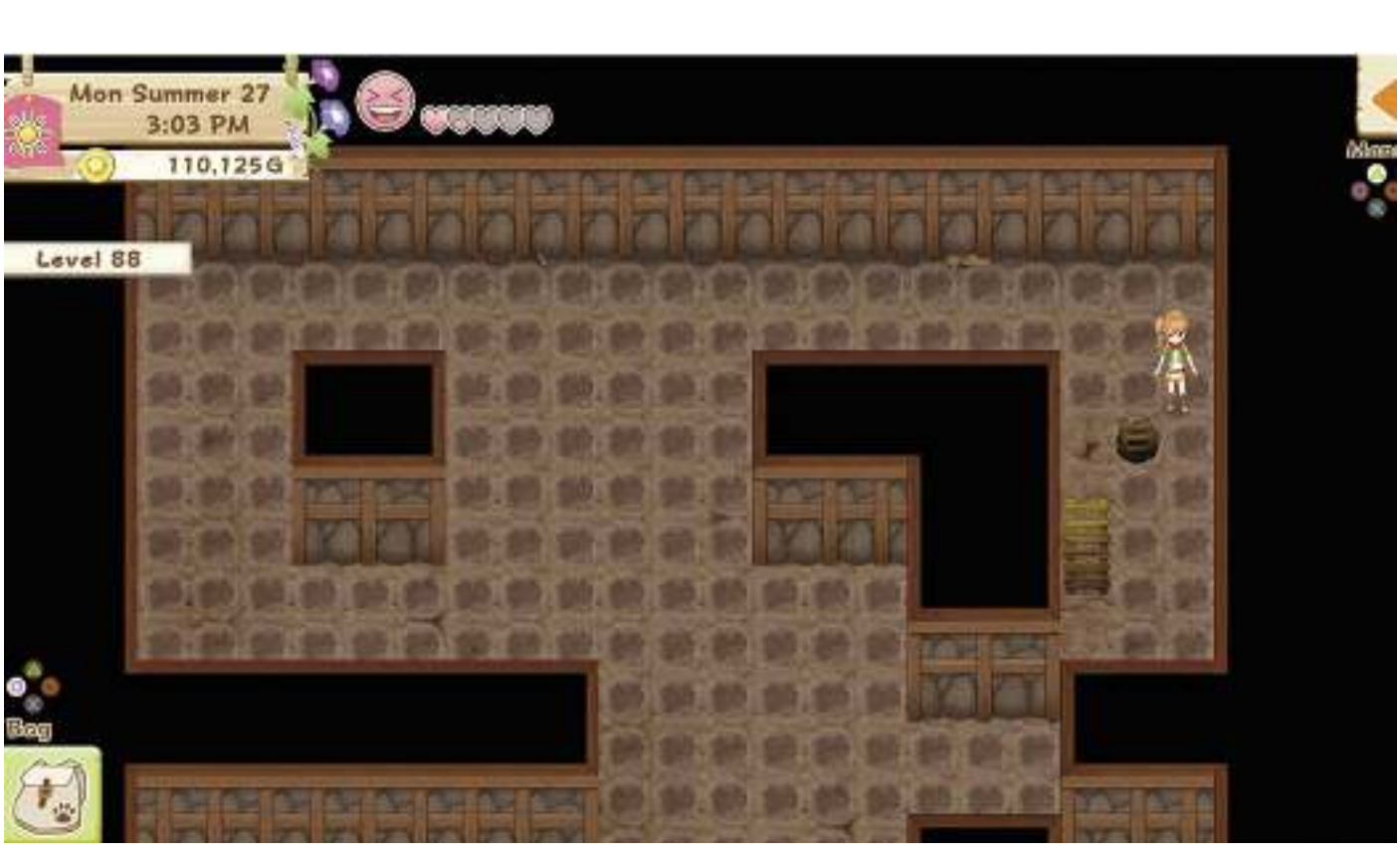
Before entering the mine, take the following steps to ensure a smooth outcome:

- Visit the Hot Springs to replenish your Stamina. Never explore the mine without full Stamina unless you’re only entering for a quick item grab.
- Ensure you have plenty of food. We recommend keeping a stash of Bamboo Shoots (or Mushrooms if fall/winter) on hand, along with plenty of Grilled Fish, Fried Eggs, or Bread. Never let your Stamina get below a heart.
- Upgrade your Hoe. Though you need the Expert and Master Hammers to break the crystals in deeper levels, searching for the exit is quite time-consuming without the Expert or Master Hoe.
- Make sure you have plenty of room in your Bag if you haven’t upgraded your house yet. You can only have up to ninety-nine individual item types in your Bag (not including tools). New item types are discarded if you don’t have the dresser that comes with the upgraded house.
- Check the time of day. The in-game hours can really fly by while you’re underground, but you still must get to sleep at a decent hour. Don’t let the 5:00 a.m. curfew cut you off before you reach that next checkpoint!

Searching for the Ladder

Smashing crystals open for random ore drops isn’t just fun, but it’s simple and fast, too! The same can’t always be said for finding the ladder down to the next level of the mine. Ladders are hidden in the floor of the mine, and there’s no indication where they are. To find the ladder, use the Hoe to dig it up—it can be anywhere! By the time you reach Level 20, you’ll understand the importance of an upgraded Hoe.

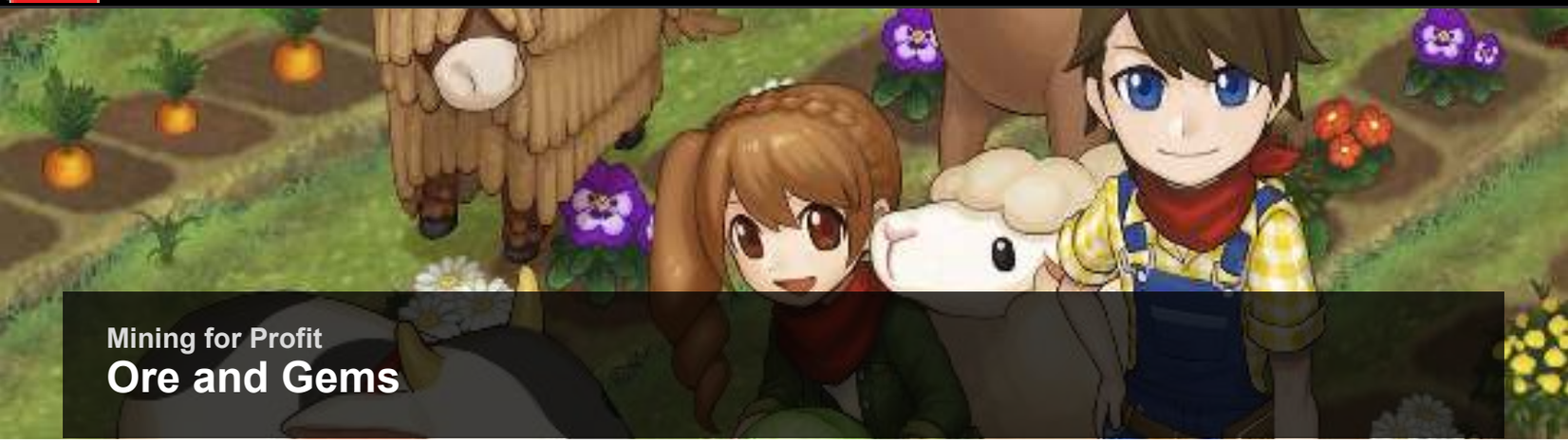
Sometimes you get really lucky…



…And sometimes the ladder is in the last square you search.

Though we can’t provide a map to the location of the ladder—the ladder is in a random location each time you visit a given level—we can provide several tips for finding the ladder quickly.

- The next ladder down is never directly near the ladder leading up. It might be close, but it’s not going to be in any of the squares adjacent to the ladder you just descended.
- Clear away all of the crystals when you first enter a level, so you can search for the ladder without interruption. Also, if you run out of Stamina, you can always leave knowing you already collected the ore.
- The ladder is almost always within three squares of a wall, and usually within three squares of the perimeter walls. Once you have the Expert Hoe (or better), make your way around the perimeter, walking along the second square from the wall, so you can clear a three-square-wide path. This gets much easier with the Master Hoe and Sacred Hoe.
- Keeping the previous tip in mind, dig in random locations while using the Hoe and Expert Hoe to perform a lap around the level. Only stop to dig up every square along the way during your second lap.
- Save the middle of the levels for last, as it’s extraordinarily rare for the ladder to be located in the center of the room.



Mining for Profit

Ore and Gems

The purpose of entering the mine is, of course, to smash open the crystal lodes and gather up as much ore as you can. Once it's collected, you then bring the ore to Gus for processing. Ore comes in two basic types: metals and gemstones. Though all of it can be sold for profit to Sam (or deposited into a Shipping Bin and sold overnight), hold on to the metals (Iron, Gold, Mithril, etc.) for use in repairing structures and upgrading tools and farm buildings. Soul Gems are the only gemstones that are also required for some upgrades.

The crystals get harder to break the deeper into the mine you get, thus requiring tool upgrades from Gus. And, as discussed previously, make sure you're upgrading the Hoe at an equal rate, else your search for the ladder will be agonizingly slow as you reach larger and larger levels.

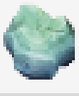
There are twenty-five different types of ore found in the mine, but not all are found in all levels. The deeper levels of the mine don't just contain harder crystals, but those crystals contain much more valuable ore. From Mithril to Adamantite and Rubies to Diamonds, dig

your way to the deeper levels quickly to be in position to amass a lot of money. Consult the following table for details on which floor a given type of ore can be found. Keep in mind that ore drops are random within the confines of this table. For example, it may take multiple runs through Levels 1-5 to find any Agate.

Crystal Hardness

Crystal	Levels	Tool Required
	1 to 30	Hammer
	31 to 60	Expert Hammer
	61 to 100	Master Hammer

Ore Found by Mine Level

Ore	Name	1-5	6-10	11-15	16-20	21-25	26-30	31-35	36-40	41-45	46-50	51-55	56-60	61-65	66-70	71-75
	Stone	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
	Glass Material	X	X	X	X	X	X	X	X	X	—	X	X	X	X	X
	Iron Ore	X	X	—	—	—	X	X	—	X	X	—	—	X	X	—
	Bronze Ore	X	X	—	—	—	X	X	X	—	X	X	X	—	—	X
	Silver Ore	—	X	—	X	X	X	X	X	—	X	X	X	—	—	X
	Gold Ore	—	X	—	X	X	X	X	—	—	X	—	—	X	X	X
	Mithril Ore	—	—	—	—	—	—	X	X	—	X	X	X	—	—	X
	Orichalcum Ore	—	—	—	—	—	—	—	X	—	X	X	X	—	—	X
	Adamantite Ore	—	—	—	—	—	—	—	—	—	—	—	—	X	X	X
	Agate Ore	X	X	X	X	X	X	X	—	—	—	—	—	X	X	—
	Jade Ore	X	X	X	X	X	X	X	—	—	—	—	—	X	X	—
	Fluorite Ore	X	X	X	—	—	—	—	—	—	—	—	—	X	X	—
	Opal Ore	X	X	X	—	—	—	—	—	—	—	—	—	X	X	—
	Crystal Ore	X	X	X	—	—	—	—	—	—	—	—	—	X	X	—

Peridot Ore	—	—	X	X	X	—	—	X	X	—	—	—	—	—	—
Moonstone Ore	—	—	X	X	X	—	—	X	X	—	—	—	—	—	—
Onyx Ore	—	—	X	X	X	—	—	X	X	—	—	—	—	—	—
Topaz Ore	—	—	X	X	X	—	—	X	X	—	—	—	—	—	—
Amethyst Ore	—	—	X	X	X	—	—	X	X	—	—	—	—	—	—
Ruby Ore	—	—	—	—	—	X	X	—	X	—	X	X	—	—	—
Emerald Ore	—	—	—	—	—	X	X	—	X	—	X	X	—	—	—
Sapphire Ore	—	—	—	—	—	X	X	—	X	—	X	X	—	—	—
Diamond Ore	—	—	—	—	—	—	—	X	X	—	X	X	X	X	X
Pink Diamond Ore	—	—	—	—	—	—	—	—	—	—	—	—	X	X	X
Soul Gem Ore	—	—	—	—	—	—	—	—	—	—	—	—	—	—	X

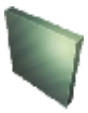
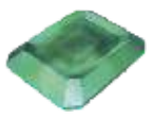
Never Sell the Ore!

The unprocessed ore you collect by smashing crystals isn't worthless, but it may as well be. Never sell the ore without first taking it to Gus for processing, else you're throwing away a lot of money. This is especially true of gemstones. From the least valuable Agate to the most precious Soul Gem, the processed gemstones net you 12-16x as much profit, even after accounting for Gus's processing fees.

Though there are times when a villager requests a piece of ore from you, you'll almost always want to immediately visit Gus after mining (provided Gus's Smithy is open) and pay him to process the ore into metals and gemstones. Metals (and Stone and Glass) require three pieces of ore in order to be processed into a single unit, but gemstones have a processing ratio of 1:1, making them an excellent source of profit. If necessary, process the most valuable gems first, sell them to Sam, then use your profits to pay the processing fees for the remainder. Depending on how much money you have, and how much ore you need processed, you may need to make quite a few trips back and forth between Gus and Sam. The ability to fast-travel after restoring the lighthouse helps speed this along.

Processed Ore and Mining Profits

Ore	Name	Type	Ore Value (Sam)	Processing Ratio	Processing Fee (Gus)	Processed Sell Price (Sam)	Net Profit
	Material Stone	Building Material	1	3:1	50	60	10
	Glass	Building Material	5	3:1	50	150	100
	Iron	Metal	5	3:1	100	150	50
	Bronze	Metal	10	3:1	100	150	50
	Silver	Metal	20	3:1	100	400	300
	Gold	Metal	50	3:1	100	600	500
	Mithril	Metal	60	3:1	200	700	500
	Orichalcum	Metal	70	3:1	200	700	500

	Adamantite	Metal	100	3:1	300	900	600
	Agate	Gemstone	50	1:1	300	900	600
	Jade	Gemstone	50	1:1	300	900	600
	Fluorite	Gemstone	50	1:1	400	1,250	850
	Opal	Gemstone	50	1:1	400	1,250	850
	Crystal	Gemstone	50	1:1	400	1,500	1,100
	Peridot	Gemstone	70	1:1	400	1,500	1,100
	Moonstone	Gemstone	70	1:1	400	1,800	1,400
	Onyx	Gemstone	70	1:1	500	2,000	1,500
	Topaz	Gemstone	70	1:1	500	2,000	1,500
	Amethyst	Gemstone	70	1:1	500	2,000	1,500
	Ruby	Gemstone	100	1:1	500	2,400	1,900
	Emerald	Gemstone	100	1:1	500	2,600	2,100
	Sapphire	Gemstone	100	1:1	700	3,000	2,300
	Diamond	Gemstone	200	1:1	700	3,000	2,300
	Pink Diamond	Gemstone	200	1:1	700	4,000	3,300

	Soul Gem	Gemstone	300	1:1	800	5,000	4,200

Mining Strategies

Though Stone and Glass Material can be found on every level of the mine, some levels are more conducive for finding metals, and others have a greater concentration of gemstones. Depending on the tool you have and the purpose of your visit to the mine, it may make sense to visit a specific level grouping.

Hammer, Seeking Gems: Make repeat runs through Levels 11-15, as they have the least amount of metal types. The gemstones found here are the least valuable, but there's a lot of them.

Hammer, Seeking Metals: Use the time to focus on Levels 26-30 to gather the most valuable metals while also having a chance to collect a more precious set of gemstones than found on the earlier levels.

Expert Hammer, Seeking Gems: It's worth repeating trips through Levels 41-45, as these levels have the fewest building material types and the most gemstones. Best of all, you have a chance to earn Diamonds without needing to deal with much larger levels.

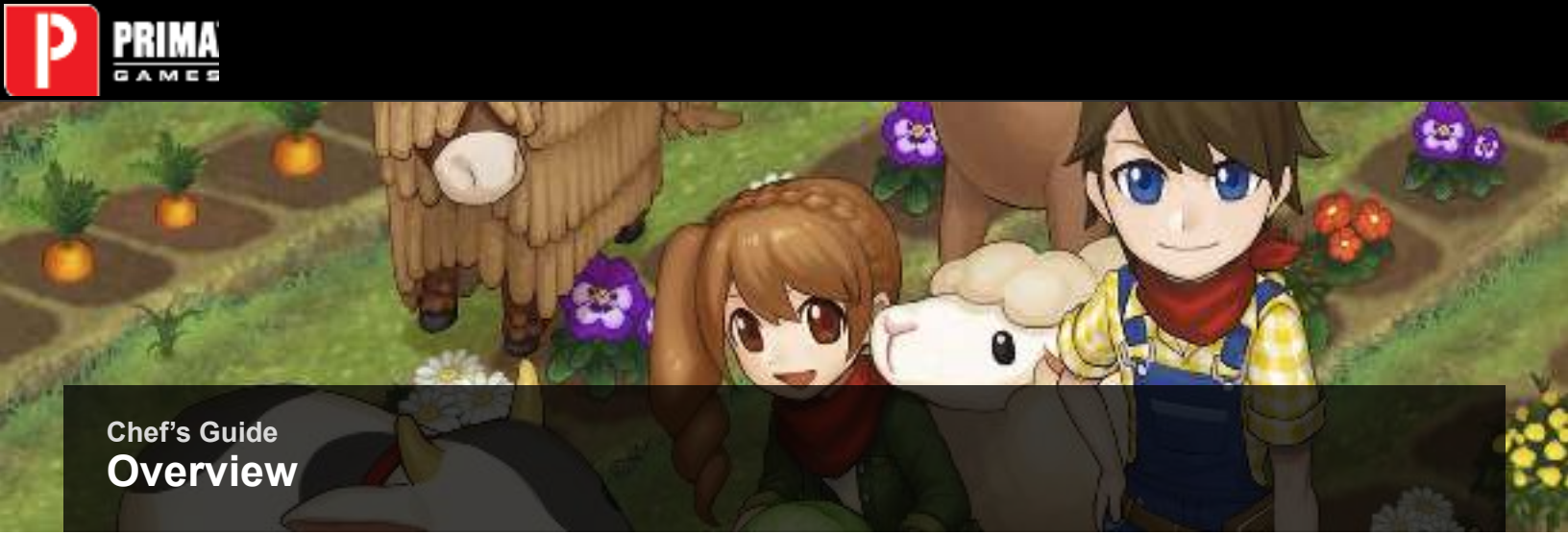
Expert Hammer, Seeking Metals: A couple of runs through Levels 46-50 are all you need to load up on Mithril and Orichalcum, as these levels are devoid of gemstones, but have every type of metal except Adamantite.

Master Hammer, Seeking Gems: If it's money you're after, head straight to Levels 81-90 of the mine, as they have all the most valuable gemstones and the fewest crystals containing metals. Be sure to check our special corresponding "Get Rich Quick" box.

Master Hammer, Seeking Metals: If it's Mithril and Orichalcum you need, head to Levels 46-50, but if you're in need of Adamantite, head to Levels 91-100 to not only gain plenty of Adamantite, but a number of Soul Gems as well.

Get Rich Quick!

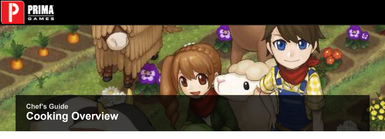
If all you're after is money, there's no reason to waste a single second searching for a ladder. Take your Master Hammer down to Level 86, smash all of the crystals, exit via the ladder, and repeat. How great a moneymaker is this trick? A single run through Level 86 has been known to net 38,000G worth of profit in less than a minute's time. A half hour spent employing this trick can earn you a cool million in money!



Chef's Guide

Overview

If the thought of growing hundreds of crops has gotten you hungry, then you've come to the right place. Cooking plays an important role in your life in Beacon Town. Not only are there seasonal Cooking Contests, but many of the villagers request various dishes from you throughout the year. With hundreds of recipes to pick from and a seemingly endless supply of ingredients to manage, those wanting to complete the Encyclopedia have a wealth of kitchen time ahead of them.

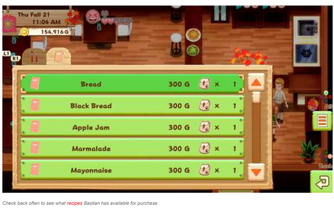


Chef's Guide
Cooking Overview

Most of this chapter is spent detailing each of the recipes, but before you go over ingredient lists and Stamina values, it's important to understand the basics. There are three essential steps to successful cooking: 1) learning the recipe, 2) gathering the ingredients, and 3) having room in your Bag to store the dish.

Learning Recipes

For the purposes of this chapter, we limit the discussion to recipes for use in the kitchen—we cover Fertilizer and bait recipes in the fishing and farming chapters, respectively. All of the cooking recipes come from Bastian and his daughter Elise, the owners of Bastian's Restaurant. Though some recipes are unlocked through the course of restoring the lighthouse (story events), most can be obtained either by completing requests or by purchase.



Check back often to see what recipes Bastian has available for purchase.

Completing requests is a great way to learn valuable recipes.

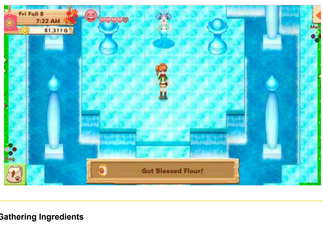
Bastian: Most recipes are available for purchase from Bastian. Talk to Bastian inside the restaurant to see which recipes are for sale. The variety of recipes he's willing to sell increases over time, as you advance the story and seasons, build your affection, and complete requests for him. Some specific requests are rewarded for completing specific Farm to Table requests.

Elise: Though Elise provides you with an occasional specific recipe during the course of the story (i.e., Strawberry Jam), you mostly learn recipes from Elise by completing her Cuisine requests. A culinary student herself, she has several sought-after recipes she's willing to teach you.

Only one example of a recipe is needed for you to learn all of its variants. For example, early in the game, you learn the Grilled Fish Recipe. This is really a suite of recipes that allows you to cook ten different Grilled Fish dishes, each with a different species of fish. Similarly, learning the Butter Recipe unlocks the basic version of the recipe, along with the Great, Ultimate, Supreme, and Legendary versions of the same dish.

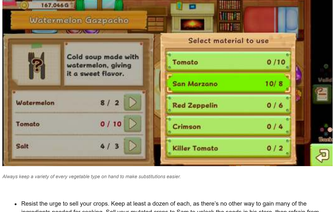
Blissful Bread Recipe

The one recipe not to come from Bastian and Elise is the Blissful Bread Recipe. This recipe can only be learned by completing a request for the Harvest Goddess, Harvest God, or Gorgan after restoring the lighthouse. The recipe calls for 2x Blessed Flour, which can only be obtained by completing subsequent requests for these three characters. Consider allowing the requests from other townsfolk to go unfulfilled until you receive a request from any of the three deities. Blissful Bread not only fully replenishes your Stamina, but increases your total number of Stamina Hearts by one, to maximum of ten.



Gathering Ingredients

Once you learn some recipes, head home and press the Action Button while standing near the stove to bring up a list of the recipes you've learned. The most important part of cooking is securing the necessary ingredients. Though many recipes can be made with a variety of substitute ingredients, you can usually only substitute different varieties of the same item, such as similar types of fish or different versions of a similar vegetable. If a recipe requires Carrots, you can't substitute Broccoli. Here are some tips for making sure you can cook as many recipes as possible in a short amount of time.


Mon Fall 11
11:32 AM
167,064 G
Watermelon Gazpacho
Cold soup made with watermelon, giving it a sweet flavor.
Watermelon 8 / 2
Tomato 0 / 10
Salt 4 / 3
Select material to use
Tomato 0 / 10
San Marzano 10/ 8
Red Zeppelin 0 / 6
Crimson 0 / 4
Killer Tomato 0 / 2

Always keep a variety of every vegetable type on hand to make substitutions easier.

- Resist the urge to sell your crops. Keep at least a dozen of each, as there's no other way to gain many of the ingredients needed for cooking. Sell your mutated crops to Sam to unlock the seeds in his store, then refrain from selling him your produce. If you need money, head to the mine.
- Raise multiple chickens and cows throughout the first two seasons, then leave room in your upgraded Chicken Coop and Animal Barn for four Brown Chickens and three Brown Cows. You need a lot of Candy Eggs and Chocolate Milk to make the more difficult, higher-quality dishes. Feed your animals higher-quality Animal Feed and pet them each day to yield Ultimate- and Miracle-quality ingredients.
- Great-quality fruit can be difficult to come by, as not many trees yield it. Plant numerous fruit trees of each species, keep the ground around them free of rocks and trees, and give them each plenty of room. With some luck, several of your trees yield the rarer, higher-quality fruit. Never sell it!
- Stock up on cooking essentials at Bastian's Restaurant. Buy your Salt, Sugar, and Flour in bulk, and don't be afraid to purchase Bread and other ingredients from him. He charges a lot of money for some ingredients, but once you upgrade all of your farm, repair the buildings, and upgrade your house and barns, your mining profits can be used to stock up on baking products.

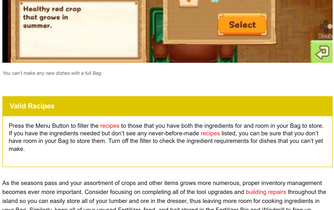
Many recipes can accept substitute ingredients. Often this is done to cook a higher-quality version of the dish. For example, many recipes that call for Cream Cheese can be made using higher-quality Cream Cheese to achieve a higher-quality dish. Other dishes, particularly Fish Cuisine, can be made using a variety of fish. The following table shows the acceptable substitutions for dishes calling for Rainbow Trout, Tilapia, and Cod.

Substitute Fish Ingredients

Recipe Calls For	Acceptable Substitutes
Rainbow Trout	Cod, Perch, Yellow Perch, or Bullhead
Tilapia	Red-Belly Tilapia, Sea Bream, or Striped Beakfish
Cod	Sea Bream, Striped Beakfish, Righteye Flounder, or Olive Flounder

Managing Bag and Refrigerator Inventory

Upgrade to a Large House as fast as possible in order to gain a refrigerator that you can store ingredients in. This allows you to store an unlimited variety and quantity of food items, so you needn't worry about not having room for the crops you harvest or fish you catch. You still need to shift ingredients from the refrigerator into your Bag in order to cook them, but you can at least store the ingredients you're not using in the refrigerator without fear of them going bad.

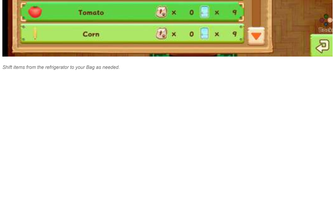


You can't make any new dishes with a full Bag.

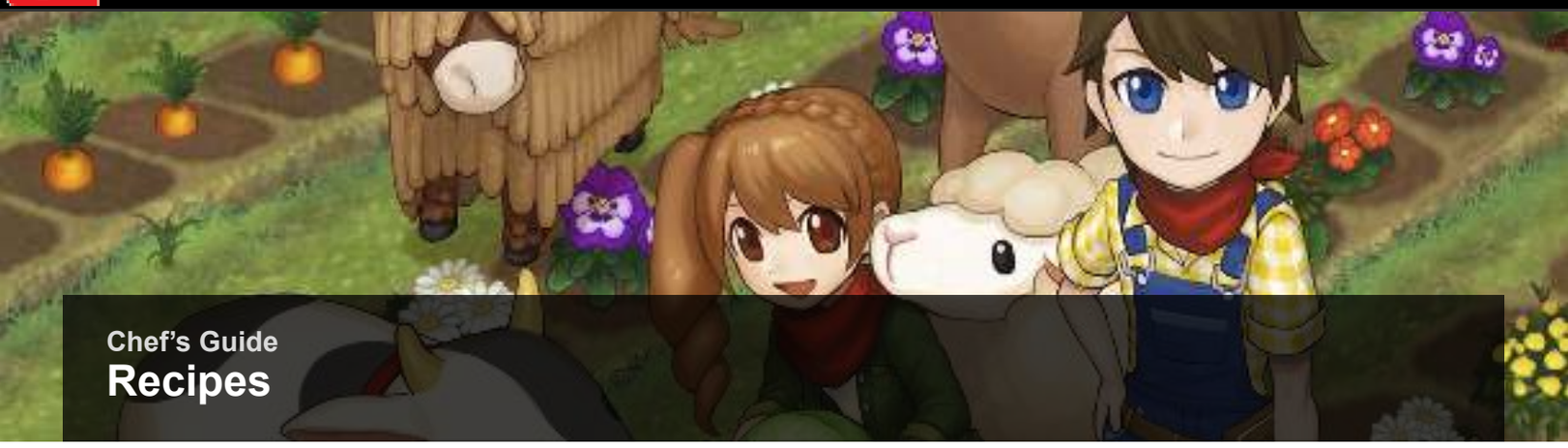
Valid Recipes

Press the Menu Button to filter the recipes to those that you have both the ingredients for and room in your Bag to store. If you have the ingredients needed but don't see any never-before-made recipes listed, you can be sure that you don't have room in your Bag to store them. Turn off the filter to check the ingredient requirements for dishes that you can't yet make.

As the seasons pass and your assortment of crops and other items grows more numerous, proper inventory management becomes ever more important. Consider focusing on completing all of the tool upgrades and building repairs throughout the island so you can easily store all of your lumber and ore in the dresser, thus leaving more room for cooking ingredients in your Bag. Similarly, keep all of your unused Fertilizer, feed, and bait stored in the Fertilizer Bin and Windmill to free up additional room. Keep plenty of baking essentials (Sugar, Salt, and Flour) in your inventory, and shift unneeded ingredients to the refrigerator until needed.



Shift items from the refrigerator to your Bag as needed.



Chef's Guide
Recipes

Cooking serves multiple purposes beyond filling out the Encyclopedia. The dishes you make can be eaten to replenish Stamina. This is particularly useful when making your way deeper into the mine. The Stamina values shown represent how much Stamina is replenished by eating a single serving of the dish. Each Stamina Heart is worth 2000 (when fully rested). Simply select the dish from your Bag and choose to "Use" it.

In addition to being edible, many of the dishes you cook are desired by particular townsfolk. Consult the list of requests in the **Meet Your Neighbors** chapter before disposing of a cooked dish, as it may soon be requested. Additionally, each villager has a particular food that they love to receive for the Fall Festival. Consider storing these dishes in the refrigerator until Fall 30 so you please as many villagers as possible.

Lastly, both Bastian and Sam buy cooked dishes from you, making your time in the kitchen another possible source of income.

Breads

Basic varieties of Bread can be purchased from Bastian, though it's more affordable to purchase the ingredients and cook it yourself. Bread makes for good gifts, particularly to the Harvest God, but it's also good for quickly—and cheaply—restoring Stamina.

Dish	Recipe	Ingredient #1	Ingredient #2	Ingredient #3	Stamina	Recipe Source
	Bread	Flour x3	Salt x1	—	3000	Bastian 300G
	Great Bread	Great Flour x3	Salt x1	—	4500	Bastian 300G
	Black Bread	Rye Flour x3	Salt x1	—	3000	Bastian 300G
	Great Black Bread	Great Rye Flour x3	Salt x1	—	4500	Bastian 300G
	Baguette	Flour x3	Butter x5	Salt x1	4000	Bastian: Farm to Table 1
	Great Baguette	Great Flour x3	Butter x5	Salt x1	6000	Bastian: Farm to Table 1
	Blissful Bread	Blessed Flour x2	—	—	20,000	Harvest God: Gift 1 or Harvest Goddess: Whimsy 1 or Gorgan: Wish 1

Fruit Preserves

Strawberry Jam plays an important role in the restoration of the lighthouse but is also a favorite item of the Harvest Goddess. Keep a few Strawberry Jams on hand to gift to the Harvest Goddess as you build her affection toward you.

Dish	Recipe	Ingredient #1	Ingredient #2	Ingredient #3	Stamina	Recipe Source
	Apple Jam	Apple x1	Sugar x1	—	500	Bastian 300G
	Great Apple Jam	Great Apple x1	Sugar x1	—	750	Bastian 300G
	Marmalade	Orange x1	Sugar x1	—	500	Bastian 300G
	Great Marmalade	Great Orange x1	Sugar x1	—	750	Bastian 300G
	Strawberry Jam	Strawberry x1	Sugar x1	—	500	Elise teaches during Chapter 3
	Great Strawberry Jam	Great Strawberry x1	Sugar x1	—	750	Elise teaches during Chapter 3

Eggs and Dairy

A large number of dishes require Raw Eggs and Milk, and many other dishes require Cheese and Cream Cheese, making it imperative that you maintain a large supply of Eggs and Milk (and especially Candy Eggs and Chocolate Milk). Though most of these individual items don't replenish a lot of Stamina, it's worth noting that Fried Eggs replenish four times as much Stamina as a Boiled Egg, making Fried Eggs a great snack to bring on mining trips.

Dish	Recipe	Ingredient #1	Ingredient #2	Ingredient #3	Stamina	Recipe Source
	Mayonnaise	Egg x2	Salt x2	—	500	Bastian 300G
	Great Mayonnaise	Great Egg x2	Salt x2	—	600	Bastian 300G
	Ultimate Mayonnaise	Ultimate Egg x2	Salt x2	—	650	Bastian 300G
	Supreme Mayonnaise	Supreme Egg x2	Salt x2	—	750	Bastian 300G
	Legendary Mayonnaise	Legendary Egg x2	Salt x2	—	1,000	Bastian 300G
	Sweet Mayonnaise	Candy Egg x2	Salt x2	—	750	Bastian 1500
	Great Sweet Mayonnaise	Great Candy Egg x2	Salt x2	—	900	Bastian 1500
	Ultimate Sweet Mayonnaise	Ultimate Egg x1	Salt x2	—	975	Bastian 1500
	Supreme Sweet Mayonnaise	Supreme Egg x1	Salt x2	—	1125	Bastian 1500
	Legendary Sweet Mayonnaise	Legendary Egg x1	Salt x2	—	1500	Bastian 1500
	Yogurt	Milk x3	—	—	1000	Bastian 300G
	Great Yogurt	Great Milk x3	—	—	1200	Bastian 300G
	Ultimate Yogurt	Ultimate Milk x3	—	—	1300	Bastian 300G
	Supreme Yogurt	Supreme Milk x3	—	—	1500	Bastian 300G
	Legendary Yogurt	Legendary Milk x3	—	—	2000	Bastian 300G

	Chocolate Yogurt	Chocolate Milk x3	—	—	1500	Bastian 1500
	Great Chocolate Yogurt	Great Chocolate Milk x3	—	—	1800	Bastian 1500
	Ultimate Chocolate Yogurt	Ultimate Chocolate Milk x3	—	—	1950	Bastian 1500
	Supreme Chocolate Yogurt	Supreme Chocolate Milk x3	—	—	2250	Bastian 1500
	Legendary Chocolate Yogurt	Legendary Chocolate Milk x3	—	—	3000	Bastian 1500
	Butter	Milk x2	Salt x1	—	500	Bastian 300G
	Great Butter	Great Milk x2	Salt x1	—	600	Bastian 300G
	Ultimate Butter	Ultimate Milk x2	Salt x1	—	650	Bastian 300G
	Supreme Butter	Supreme Milk x2	Salt x1	—	750	Bastian 300G
	Legendary Butter	Legendary Milk x2	Salt x1	—	1000	Bastian 300G
	Chocolate Butter	Chocolate Milk x2	Salt x1	—	750	Bastian 1500
	Great Chocolate Butter	Great Chocolate Milk x2	Salt x1	—	900	Bastian 1500
	Ultimate Chocolate Butter	Ultimate Chocolate Milk x2	Salt x1	—	975	Bastian 1500
	Supreme Chocolate Butter	Supreme Chocolate Milk x2	Salt x1	—	1125	Bastian 1500
	Legendary Chocolate Butter	Legendary Chocolate Milk x2	Salt x1	—	1500	Bastian 1500
	Cheese	Milk x3	Salt x2	—	1000	Bastian 300G
	Great Cheese	Great Milk x3	Salt x2	—	1200	Bastian 300G
	Ultimate Cheese	Ultimate Milk x3	Salt x2	—	1300	Bastian 300G
	Supreme Cheese	Supreme Milk x3	Salt x2	—	1500	Bastian 300G
	Legendary Cheese	Legendary Milk x3	Salt x2	—	2000	Bastian 300G
	Cream Cheese	Chocolate Milk x3	Salt x2	—	1500	Bastian 1500
	Great Cream Cheese	Great Chocolate Milk x3	Salt x2	—	1800	Bastian 1500
	Ultimate Cream Cheese	Ultimate Chocolate Milk x3	Salt x2	—	1950	Bastian 1500
	Supreme Cream Cheese	Supreme Chocolate Milk x3	Salt x2	—	2250	Bastian 1500
	Legendary Cream Cheese	Legendary Chocolate Milk x3	Salt x2	—	3000	Bastian 1500
	Boiled Egg	Egg x1	—	—	500	Bastian 300G
	Great Boiled Egg	Great Egg x1	—	—	600	Bastian 300G
	Ultimate Boiled Egg	Ultimate Egg x1	—	—	650	Bastian 300G
	Supreme Boiled Egg	Supreme Egg x1	—	—	750	Bastian 300G
	Legendary Boiled Egg	Legendary Egg x1	—	—	1000	Bastian 300G
	Boiled Candy Egg	Candy Egg x1	—	—	750	Bastian 1500

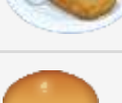
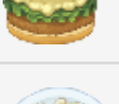
	Great Boiled Candy Egg	Great Candy Egg x1	—	—	900	Bastian 1500
	Ultimate Boiled Candy Egg	Ultimate Candy Egg x1	—	—	975	Bastian 1500
	Supreme Boiled Candy Egg	Supreme Candy Egg x1	—	—	1125	Bastian 1500
	Legendary Boiled Candy Egg	Legendary Candy Egg x1	—	—	1500	Bastian 1500
	Fried Egg	Egg x1	—	—	2000	Bastian 300G
	Great Fried Egg	Great Egg x1	—	—	2400	Bastian 300G
	Ultimate Fried Egg	Ultimate Egg x1	—	—	2600	Bastian 300G
	Supreme Fried Egg	Supreme Egg x1	—	—	3000	Bastian 300G
	Legendary Fried Egg	Legendary Egg x1	—	—	4000	Bastian 300G
	Fried Candy Egg	Candy Egg x1	—	—	3000	Bastian 1500
	Great Fried Candy Egg	Great Candy Egg x1	—	—	3600	Bastian 1500
	Ultimate Fried Candy Egg	Ultimate Candy Egg x1	—	—	3900	Bastian 1500
	Supreme Fried Candy Egg	Supreme Candy Egg x1	—	—	4500	Bastian 1500
	Legendary Fried Candy Egg	Legendary Candy Egg x1	—	—	6000	Bastian 1500

Fish Dishes

Grilled Fish dishes are a great, cheap food to keep on hand, as they only cost a little bit of Salt and whatever fish you happen to have on hand. They're the most cost-efficient meals you can make. The other, more complicated dishes in this category require many more ingredients, some of which are hard to come by. Consider storing these more advanced dishes until the Fall Festival arrives, and note that villagers who list "Fish Cuisine" as a preference do not want Grilled Fish. They want a Meuniere or other specialty dish.

Dish	Recipe	Ingredient #1	Ingredient #2	Ingredient #3	Stamina	Recipe Source
	Grilled Rainbow Trout	Rainbow Trout x1	Salt x1	—	4000	Elise, upon repairing Bastian's Restaurant
	Grilled Perch	Perch x1	Salt x1	—	4000	Elise, upon repairing Bastian's Restaurant
	Grilled Yellow Perch	Yellow Perch x1	Salt x1	—	4000	Elise, upon repairing Bastian's Restaurant
	Grilled Bullhead	Bullhead x1	Salt x1	—	4000	Elise, upon repairing Bastian's Restaurant
	Grilled Bluegill	Bluegill x1	Salt x1	—	4000	Elise, upon repairing Bastian's Restaurant

	Grilled Arowana	Arowana x1	Salt x1	—	6000	Elise, upon repairing Bastian's Restaurant
	Grilled Tilapia	Tilapia x1	Salt x1	—	4000	Elise, upon repairing Bastian's Restaurant
	Grilled Red-Belly Tilapia	Red-Belly Tilapia x1	Salt x1	—	6000	Elise, upon repairing Bastian's Restaurant
	Grilled Piranha	Piranha x1	Salt x1	—	4000	Elise, upon repairing Bastian's Restaurant
	Grilled Piraya Piranha	Piraya Piranha x1	Salt x1	—	6000	Elise, upon repairing Bastian's Restaurant
	Meuniere	Rainbow Trout* x1	Butter x1	Salt x1	3000	Bastian 50
	Great Meuniere	Rainbow Trout* x1	Great Butter x1	Salt x1	3600	Bastian 50
	Ultimate Meuniere	Rainbow Trout* x1	Ultimate Butter x1	Salt x1	3900	Bastian 50
	Supreme Meuniere	Rainbow Trout* x1	Supreme Butter x1	Salt x1	4500	Bastian 50
	Legendary Meuniere	Rainbow Trout* x1	Legendary Butter x1	Salt x1	6000	Bastian 50
	Creamy Fish Meuniere	Rainbow Trout* x1	Chocolate Butter x1	Salt x1	4500	Bastian 25
	Great Creamy Fish Meuniere	Rainbow Trout* x1	Great Chocolate Butter x1	Salt x1	5400	Bastian 25
	Ultimate Creamy Fish Meuniere	Rainbow Trout* x1	Ultimate Chocolate Butter x1	Salt x1	5850	Bastian 25
	Supreme Creamy Fish Meuniere	Rainbow Trout* x1	Supreme Chocolate Butter x1	Salt x1	6750	Bastian 25
	Legendary Creamy Fish Meuniere	Rainbow Trout* x1	Legendary Chocolate Butter x1	Salt x1	9000	Bastian 25
	Large Creamy Meuniere	Arapaima x1	Chocolate Butter x1	Salt x1	8,000	Bastian 50
	Great Large Creamy Meuniere	Arapaima x1	Great Chocolate Butter x1	Salt x1	9,600	Bastian 50
	Ultimate Large Creamy Meuniere	Arapaima x1	Ultimate Chocolate Butter x1	Salt x1	10,400	Bastian 50
	Supreme Large Creamy Meuniere	Arapaima x1	Supreme Chocolate Butter x1	Salt x1	12,000	Bastian 50
	Legendary Large Creamy Meuniere	Arapaima x1	Legendary Chocolate Butter x1	Salt x1	16,000	Bastian 50
	Whitefish En Croute	Tilapia* x2	Flour x4	Cheese x3	8000	Bastian 10
	Great Whitefish En Croute	Tilapia* x2	Flour x4	Great Cheese x3	9600	Bastian 10
	Ultimate Whitefish En Croute	Tilapia* x2	Flour x4	Ultimate Cheese x3	10,400	Bastian 10
	Supreme Whitefish En Croute	Tilapia* x2	Flour x4	Supreme Cheese x3	12,000	Bastian 10
	Legendary Whitefish En Croute	Tilapia* x2	Flour x4	Legendary Cheese x3	16,000	Bastian 10

	Rainbow Trout En Croute	Rainbow Trout* x2	Flour 4	Cheese x3	8000	Bastian: Fa to Table 2
	Great Rainbow Trout En Croute	Rainbow Trout* x2	Flour x4	Great Cheese x3	9600	Bastian: Fa to Table 2
	Ultimate Rainbow Trout En Croute	Rainbow Trout* x2	Flour x4	Ultimate Cheese x3	10,400	Bastian: Fa to Table 2
	Supreme Rainbow Trout En Croute	Rainbow Trout* x2	Flour x4	Supreme Cheese x3	12,000	Bastian: Fa to Table 2
	Legendary Rainbow Trout En Croute	Rainbow Trout* x2	Flour x4	Legendary Cheese x3	16,000	Bastian: Fa to Table 2
	Trout Acqua Pazza	Rainbow Trout x3	Tomato x10	Orange Pepper x4	8000	Bastian 10
	Great Trout Acqua Pazza	Rainbow Trout x3	Great Tomato x10	Great Orange Pepper x4	12,000	Bastian 10
	Tilapia All'acqua Pazza	Tilapia (or Red-Belly Tilapia) x3	Tomato x10	Asparagus x3	8000	Bastian 10
	Great Tilapia All'acqua Pazza	Tilapia (or Red-Belly Tilapia) x3	Great Tomato x10	Great Asparagus x3	12,000	Bastian 10
	Whitefish Cheese Pastry	Tilapia* x2	Flour x4	Cream Cheese x3	12,000	Bastian 50
	Great Whitefish Cheese Pastry	Tilapia* x2	Flour x4	Great Cream Cheese x3	14,400	Bastian 50
	Ultimate Whitefish Cheese Pastry	Tilapia* x2	Flour x4	Ultimate Cream Cheese x3	15,600	Bastian 50
	Supreme Whitefish Cheese Pastry	Tilapia* x2	Flour x4	Supreme Cream Cheese x3	18,000	Bastian 50
	Legendary Whitefish Cheese Pastry	Tilapia* x2	Flour x4	Legendary Cream Cheese x3	24,000	Bastian 50
	Rainbow Trout Pastry	Rainbow Trout x2	Flour x4	Cream Cheese x3	12,000	Bastian 50
	Great Rainbow Trout Pastry	Rainbow Trout x2	Flour x4	Great Cream Cheese x3	14,400	Bastian 50
	Ultimate Rainbow Trout Pastry	Rainbow Trout x2	Flour x4	Ultimate Cream Cheese x3	15,600	Bastian 50
	Supreme Rainbow Trout Pastry	Rainbow Trout x2	Flour x4	Supreme Cream Cheese x3	18,000	Bastian 50
	Legendary Rainbow Trout Pastry	Rainbow Trout x2	Flour x4	Legendary Cream Cheese x3	24,000	Bastian 50
	Fish & Chips	Cod x2	Potato x5	Salt x4	8000	Elise: Cuis
	Great Fish & Chips	Cod x2	Great Potato x5	Salt x4	12,000	Elise: Cuis
	Fish Burger	Cod* x2	Tomato x10	Flour x4	6000	Elise: Cuis
	Great Fish Burger	Cod* x2	Tomato x10	Flour x4	9000	Elise: Cuis
	Whitefish Carpaccio	Cod* x2	Orange Pepper x4	Asparagus x3	8000	Bastian 10
	Great Whitefish Carpaccio	Cod* x2	Great Orange Pepper x4	Asparagus x3	12,000	Bastian 10
	Tuna Carpaccio	Tuna x1	Tomato x4	Broccoli x4	8000	Bastian: Fa to Table 8
	Great Tuna Carpaccio	Tuna x1	Great Tomato x4	Great Broccoli x4	12,000	Bastian: Fa to Table 8

Desserts

These dishes make for great entries into Cooking Contests, as they're not too tricky to create. Blueberries are particularly easy to amass a large quantity of, and Butter can be made quite easily once your cows are mature. Desserts are great gifts for those villagers who prefer "Sweets."

Dish	Recipe	Ingredient #1	Ingredient #2	Ingredient #3	Stamina	Recipe Source
	Blueberry Pie	Blueberry x10	Flour x3	Butter x2	8000	Bastian 10
	Great Blueberry Pie	Blueberry x10	Flour x3	Great Butter x2	9600	Bastian 10
	Ultimate Blueberry Pie	Blueberry x10	Flour x3	Ultimate Butter x2	10,400	Bastian 10
	Supreme Blueberry Pie	Blueberry x10	Flour x3	Supreme Butter x2	12,000	Bastian 10
	Legendary Blueberry Pie	Blueberry x10	Flour x3	Legendary Butter x2	16,000	Bastian 10
	Cranberry Pie	Cranberry x10	Flour x3	Butter x2	8000	Bastian 10
	Great Cranberry Pie	Cranberry x10	Flour x3	Great Butter x2	9600	Bastian 10
	Ultimate Cranberry Pie	Cranberry x10	Flour x3	Ultimate Butter x2	10,400	Bastian 10
	Supreme Cranberry Pie	Cranberry x10	Flour x3	Supreme Butter x2	12,000	Bastian 10
	Legendary Cranberry Pie	Cranberry x10	Flour x3	Legendary Butter x2	16,000	Bastian 10
	Peach Pie	Peach x3	Flour x3	Butter x2	8000	Elise: Cuis
	Great Peach Pie	Peach x3	Flour x3	Great Butter x2	9600	Elise: Cuis
	Ultimate Peach Pie	Peach x3	Flour x3	Ultimate Butter x2	10,400	Elise: Cuis
	Supreme Peach Pie	Peach x3	Flour x3	Supreme Butter x2	12,000	Elise: Cuis
	Legendary Peach Pie	Peach x3	Flour x3	Legendary Butter x2	16,000	Elise: Cuis
	No-Bake Cheesecake	Cheese x6	Flour x2	Sugar x10	6000	Elise: Cuis
	Great No-Bake Cheesecake	Great Cheese x6	Flour x2	Sugar x10	7200	Elise: Cuis
	Ultimate No-Bake Cheesecake	Ultimate Cheese x6	Flour x2	Sugar x10	7800	Elise: Cuis
	Supreme No-Bake Cheesecake	Supreme Cheese x6	Flour x2	Sugar x10	9000	Elise: Cuis
	Legendary No-Bake Cheesecake	Legendary Cheese x6	Flour x2	Sugar x10	12,000	Elise: Cuis

	Fluffy Cheesecake	Cream Cheese x6	Flour x2	Sugar x10	9000	Bastian 50
	Great Fluffy Cheesecake	Great Cream Cheese x6	Flour x2	Sugar x10	10,800	Bastian 50
	Ultimate Fluffy Cheesecake	Ultimate Cream Cheese x6	Flour x2	Sugar x10	11,700	Bastian 50
	Supreme Fluffy Cheesecake	Supreme Cream Cheese x6	Flour x2	Sugar x10	13,500	Bastian 50
	Legendary Fluffy Cheesecake	Legendary Cream Cheese x6	Flour x2	Sugar x10	18,000	Bastian 50
	Strawberry Mille-Feuille	Strawberry x6	Flour x10	Sugar x10	6000	Elise: Cuis
	Great Strawberry Mille-Feuille	Great Strawberry x6	Flour x10	Sugar x10	9000	Elise: Cuis
	Strawberry Cake	Strawberry x5	Flour x4	Sugar x5	6000	Bastian 50
	Great Strawberry Cake	Great Strawberry x5	Flour x4	Sugar x5	9000	Bastian 50
	Watermelon Cake	Watermelon x2	Flour x4	Sugar x5	6000	Bastian 50
	Great Watermelon Cake	Great Watermelon x2	Flour x4	Sugar x5	9000	Bastian 50
	Mixed Berry Cake	Blueberry x10	Cranberry x10	Sugar x5	8000	Elise: Cuis
	Great Mixed Berry Cake	Great Blueberry x10	Great Cranberry x10	Sugar x5	12000	Elise: Cuis
	Blueberry Chocolate Pie	Blueberry x10	Flour x3	Chocolate Milk x4	12,000	Bastian 50
	Great Blueberry Chocolate Pie	Blueberry x10	Flour x3	Great Chocolate Milk x4	14,400	Bastian 50
	Ultimate Blueberry Chocolate Pie	Blueberry x10	Flour x3	Ultimate Chocolate Milk x4	15,600	Bastian 50
	Supreme Blueberry Chocolate Pie	Blueberry x10	Flour x3	Superior Chocolate Milk x4	18,000	Bastian 50
	Legendary Blueberry Chocolate Pie	Blueberry x10	Flour x3	Legendary Chocolate Milk x4	24,000	Bastian 50
	Cranberry Chocolate Pie	Cranberry x10	Flour x3	Chocolate Milk x4	12,000	Bastian 50
	Great Cranberry Chocolate Pie	Cranberry x10	Flour x3	Great Chocolate Milk x4	14,400	Bastian 50
	Ultimate Cranberry Chocolate Pie	Cranberry x10	Flour x3	Ultimate Chocolate Milk x4	15,600	Bastian 50
	Supreme Cranberry Chocolate Pie	Cranberry x10	Flour x3	Superior Chocolate Milk x4	18,000	Bastian 50
	Legendary Cranberry Chocolate Pie	Cranberry x10	Flour x3	Legendary Chocolate Milk x4	24,000	Bastian 50
	Peach Chocolate Pie	Peach x3	Flour x3	Chocolate Milk x4	12,000	Bastian 50
	Great Peach Chocolate Pie	Peach x3	Flour x3	Great Chocolate Milk x4	14,400	Bastian 50
	Ultimate Peach Chocolate Pie	Peach x3	Flour x3	Ultimate Chocolate Milk x4	15,600	Bastian 50
	Supreme Peach Chocolate Pie	Peach x3	Flour x3	Superior Chocolate Milk x4	18,000	Bastian 50

	Legendary Peach Chocolate Pie	Peach x3	Flour x3	Legendary Chocolate Milk x4	24,000	Bastian 50

Gratin

Gratins require a wealth of dairy and Wheat product to make but pack a large amount of Stamina. Aside from the basic Gratin requested by villagers, these dishes are best saved for later in your life on the farm, as the volume of specialty Wheat and high-quality Cheese and Milk takes time to amass.

Dish	Recipe	Ingredient #1	Ingredient #2	Ingredient #3	Stamina	Recipe Source
	Gratin	Cheese x5	Milk x2	Durum Wheat Flour x3	6000	Bastian 500G
	Great Gratin	Great Cheese x5	Great Milk x2	Durum Wheat Flour x3	7200	Bastian 500G
	Ultimate Gratin	Ultimate Cheese x5	Ultimate Milk x2	Durum Wheat Flour x3	7800	Bastian 500G
	Supreme Gratin	Supreme Cheese x5	Supreme Milk x2	Durum Wheat Flour x3	9000	Bastian 500G
	Legendary Gratin	Legendary Cheese x5	Legendary Milk x2	Durum Wheat Flour x3	12,000	Bastian 500G
	Cream Gratin	Cream Cheese x5	Onion x4	Durum Wheat Flour x3	9000	Bastian 2500G
	Great Cream Gratin	Great Cream Cheese x5	Onion x4	Durum Wheat Flour x3	10,800	Bastian 2500G
	Ultimate Cream Gratin	Ultimate Cream Cheese x5	Onion x4	Durum Wheat Flour x3	11,700	Bastian 2500G
	Supreme Cream Gratin	Supreme Cream Cheese x5	Onion x4	Durum Wheat Flour x3	13,500	Bastian 2500G
	Legendary Cream Gratin	Legendary Cream Cheese x5	Onion x4	Durum Wheat Flour x3	18,000	Bastian 2500G

Pizza

You can buy many of the ingredients needed to make basic Pizzas from Bastian once you grow some Tomatoes, but you need to collect a lot of high-quality Cheese and Cream Cheese to make the more valuable versions of these recipes.

Dish	Recipe	Ingredient #1	Ingredient #2	Ingredient #3	Stamina	Recipe Source
	Pizza Toast	Bread x4	Cheese x2	Tomato x3	6000	Bastian 500G
	Great Pizza Toast	Bread x4	Great Cheese x2	Tomato x3	7200	Bastian 500G
	Ultimate Pizza Toast	Bread x4	Ultimate Cheese x2	Tomato x3	7800	Bastian 500G
	Supreme Pizza Toast	Bread x4	Supreme Cheese x2	Tomato x3	9000	Bastian 500G
	Legendary Pizza Toast	Bread x4	Legendary Cheese x2	Tomato x3	12,000	Bastian 500G
	Creamy Pizza Toast	Bread x4	Cream Cheese x2	Tomato x3	9000	Bastian 2500G
	Great Creamy Pizza Toast	Bread x4	Great Cream Cheese x2	Tomato x3	10,800	Bastian 2500G
	Ultimate Creamy Pizza Toast	Bread x4	Ultimate Cream Cheese x2	Tomato x3	11,700	Bastian 2500G
	Supreme Creamy Pizza Toast	Bread x4	Supreme Cream Cheese x2	Tomato x3	13,500	Bastian 2500G
	Legendary Creamy Pizza Toast	Bread x4	Legendary Cream Cheese x2	Tomato x3	18,000	Bastian 2500G
	Margherita Pizza	Cheese x3	Tomato x3	Flour x7	6000	Bastian: Farm to Table 4
	Great Margherita Pizza	Great Cheese x3	Tomato x3	Flour x7	7200	Bastian: Farm to Table 4
	Ultimate Margherita Pizza	Ultimate Cheese x3	Tomato x3	Flour x7	7800	Bastian: Farm to Table 4
	Supreme Margherita Pizza	Supreme Cheese x3	Tomato x3	Flour x7	9000	Bastian: Farm to Table 4
	Legendary Margherita Pizza	Legendary Cheese x3	Tomato x3	Flour x7	12,000	Bastian: Farm to Table 4
	Creamy Margherita Pizza	Cream Cheese x3	Tomato x3	Flour x7	9000	Bastian 5000G
	Great Creamy Margherita Pizza	Great Cream Cheese x3	Tomato x3	Flour x7	10,800	Bastian 5000G
	Ultimate Creamy Margherita Pizza	Ultimate Cream Cheese x3	Tomato x3	Flour x7	11,700	Bastian 5000G
	Supreme Creamy Margherita Pizza	Supreme Cream Cheese x3	Tomato x3	Flour x7	13,500	Bastian 5000G
	Legendary Creamy Margherita Pizza	Legendary Cream Cheese x3	Tomato x3	Flour x7	18,000	Bastian 5000G

Soups and Dips

These dishes require a large number of vegetables and fruits, so stockpile the crops you harvest in order to make them. Several of the recipes aren't accessible for quite some time, but you'll be sure to please some villagers with them as gifts.

Dish	Recipe	Ingredient #1	Ingredient #2	Ingredient #3	Stamina	Recipe Source

	Tomato Gazpacho	Tomato x10	Onion x4	Salt x3	6000	Bastian 1000
	Great Tomato Gazpacho	Great Tomato x10	Great Onion x4	Salt x3	9000	Bastian 1000
	Watermelon Gazpacho	Watermelon x2	Tomato x10	Salt x3	6000	Bastian 1000
	Great Watermelon Gazpacho	Great Watermelon x2	Great Tomato x10	Salt x3	9000	Bastian 1000
	Vichyssoise	Potato x10	Butter x3	Salt x3	6000	Bastian: Far to Table 5
	Great Vichyssoise	Great Potato x10	Butter x3	Salt x3	9000	Bastian: Far to Table 5
	Bagna Cauda	Orange Pepper x3	Asparagus x3	Celery x3	6000	Bastian: Far to Table 7
	Great Bagna Cauda	Great Orange Pepper x3	Great Asparagus x3	Great Celery x3	9000	Bastian: Far to Table 7
	Pumpkin Potage	Pumpkin x5	Salt x1	Butter x4	4000	Elise: Cuisin
	Great Pumpkin Potage	Great Pumpkin x5	Salt x1	Butter x4	6000	Elise: Cuisin

Pasta Dishes

The basic Napolitan is the perfect recipe for those requesting Pasta dishes, though it requires a number of Tomatoes and Durum Wheat. Most Tomato-based recipes require a sizable number of Tomatoes, so plant a lot of them whenever you buy seeds.

Dish	Recipe	Ingredient #1	Ingredient #2	Ingredient #3	Stamina	Recipe Source
	Napolitan	Tomato x10	Green Pepper x4	Durum Wheat Flour x5	6000	Elise: Cuisine 4
	Great Napolitan	Great Tomato x10	Great Green Pepper x4	Great Durum Wheat Flour x5	9000	Elise: Cuisine 4
	Trout Cream Pasta	Rainbow Trout x3	Milk x4	Durum Wheat Flour x5	8000	Bastian: Farm to Table 6
	Great Trout Cream Pasta	Rainbow Trout x3	Milk x4	Great Durum Wheat Flour x5	12,000	Bastian: Farm to Table 6

Drinks

Each of these drinks can be purchased in the summer from Nova's Shop by the Sea, but you must acquire the recipes from Elise and Bastian to make them on your own. Of these, Watermelon Punch is possibly one of the easiest to make, as well as the one offering the most Stamina replenishment. Blueberry Juice and Cranberry Juice require a variety of mutated Blueberry crops.

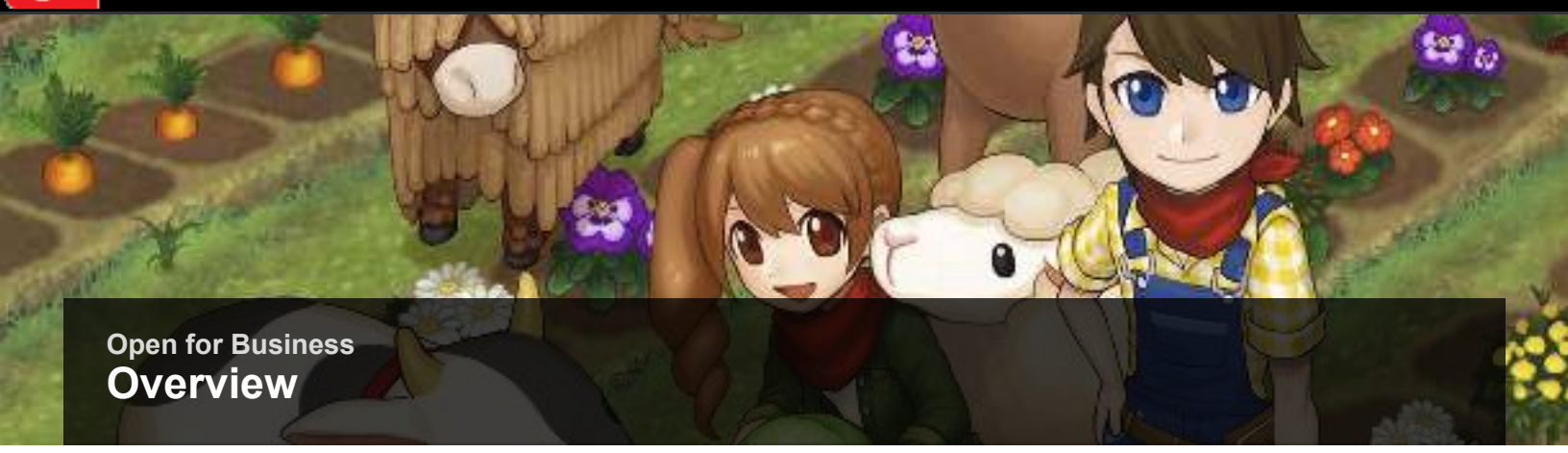
Dish	Recipe	Ingredient #1	Ingredient #2	Ingredient #3	Stamina	Recipe Source

	Watermelon Punch	Watermelon x2	Orange x3	Peach x3	8000	Elise: Cuisine
	Great Watermelon Punch	Great Watermelon x2	Orange x3	Peach x3	12,000	Elise: Cuisine
	Mixed Juice	Apple x3	Orange x3	Strawberry x4	4000	Bastian 300G
	Great Mixed Juice	Great Apple x3	Orange x3	Strawberry x4	6000	Bastian 300G
	Blueberry Juice	Blueberry x10	Cranberry x10	Blackcurrant x10	4000	Bastian 300G
	Great Blueberry Juice	Great Blueberry x10	Great Cranberry x10	Great Blackcurrant x10	6000	Bastian 300G
	Cranberry Juice	Cranberry x10	Gooseberry x10	Strawberry x4	4000	Bastian 300G
	Great Cranberry Juice	Great Cranberry x10	Great Gooseberry x10	Great Strawberry x4	6000	Bastian 300G
	Green Smoothie	Spinach x7	Celery x4	Apple x4	4000	Elise: Cuisine
	Great Green Smoothie	Great Spinach x7	Great Celery x4	Apple x4	6000	Elise: Cuisine
	Tomato Juice	Tomato x10	Salt x2	Hot Pepper x1	4000	Bastian 300G
	Great Tomato Juice	Great Tomato x10	Salt x2	Great Hot Pepper x1	6000	Bastian 300G

Salads

Never underestimate the simple combination of dairy and vegetables. These recipes may not resemble the salads you make at home, but they're both relatively easy to create and offer a substantial Stamina boost.

Dish	Recipe	Ingredient #1	Ingredient #2	Ingredient #3	Stamina	Recipe Source
	Potato Salad	Potato x3	Carrot x2	Boiled Egg x2	6000	Bastian: Farm to Table 3
	Great Potato Salad	Great Potato x3	Great Carrot x2	Boiled Egg x2	9000	Bastian: Farm to Table 3
	Green Salad	Asparagus x3	Broccoli x4	Mayonnaise x1	6000	Bastian 500G
	Great Green Salad	Great Asparagus x3	Great Broccoli x4	Mayonnaise x1	9000	Bastian 500G



Open for Business
Overview

No town would be complete without a thriving community square lined with businesses aiming to serve the needs of the townsfolk, and Beacon Town is no exception. Nearly every residence on the island also serves as a business of sorts, from a general store to a flower shop to various fortune-tellers and inventors. Whether you're looking for store hours, location, or a list of each proprietor's goods, you've come to the right spot.

Shopping Guide

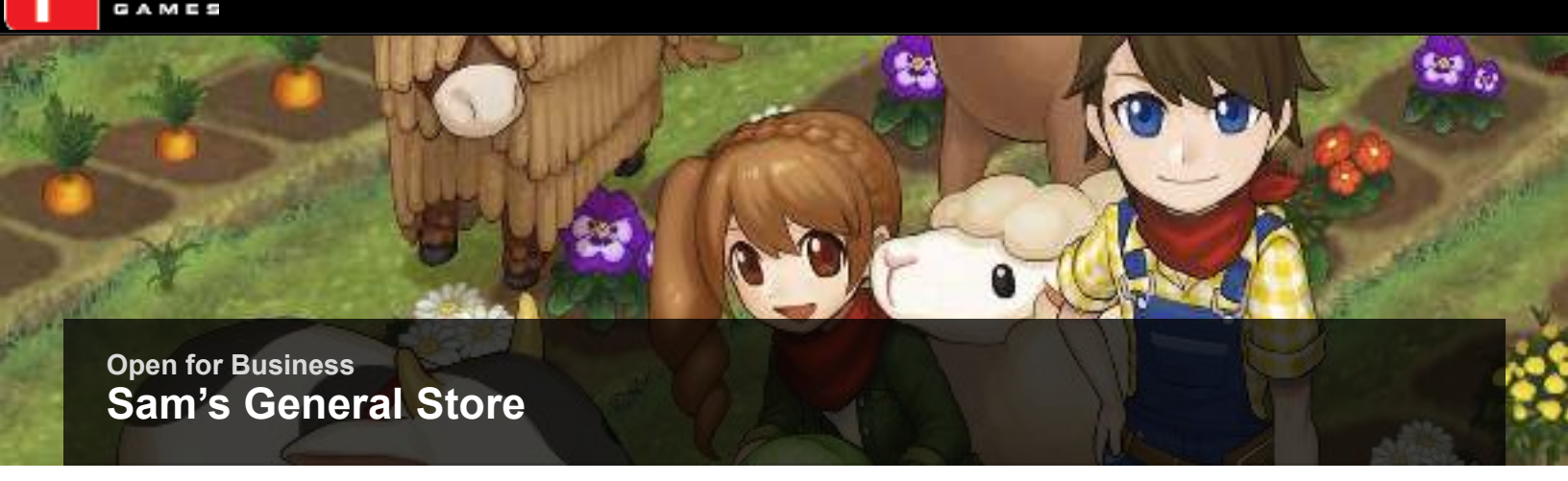
There are a number of stores in Beacon Town, many of which both buy and sell items from you, so long as the items fall within their area of expertise. We also list Gareth's and Tabitha's fortune-telling here, although they provide their services for free.

Shipping Bins

There are three Shipping Bins on the island that you can deposit your crops, gems, and other items into for sale. Money is deposited into your account overnight, at the same price that Sam would pay. Though this is useful on Sundays or when you aren't in need of money in a hurry, we recommend selling to Sam for the instant infusion of cash.

Store Hours and Locations

Store	Location	Hours	Days	Note
Sam's General Store	Town	6:00 a.m. to 8:00 p.m.	Monday–Saturday	Sells crop seeds and miscellany. Sam's location varies by day:Farm (Monday, Friday)Town (Tuesday, Thursday)Mountain (Wednesday, Saturday)
Carol's Flowers	Town	10:00 a.m. to 8:00 p.m.	Monday–Saturday	Sells flower seeds and Fertilizers.
Gus's Smithy	Mountain	6:00 a.m. to 6:00 p.m.	Monday–Saturday	Sells tool upgrades and processes ore.
Doc's Architects	Mountain	10:00 a.m. to 3:00 p.m.	Monday–Saturday (Closed from 12:00AM to 2:00PM on Tuesday)	Sells building upgrades and fences.
Sofia's Livestock	Mountain	6:00 a.m. to 4:00 p.m.	Monday–Saturday	Sells animals, medicine, and feed.
Bastian's Restaurant	Town	10:00 a.m. to 8:00 p.m.	Monday–Saturday	Sells ingredients and recipes.
Nova's Shop by the Sea	Beach	8:00 a.m. to 4:00 p.m.	Tuesday–Sunday	Only open in the summer.
Edmond's Fortune-Telling	Mountain	5:00 p.m. to 9:00 p.m	Monday–Sunday	Guides you in your quest to restore the lighthouse.
Gareth's Fortune-Telling	Town	5:00 p.m. to 9:00 p.m.	Tuesday, Thursday, Saturday	Predicts the future for free.
Tabitha's Fortune-Telling	Town	5:00 p.m. to 9:00 p.m.	Monday, Wednesday, Friday	Reveals likes and dislikes of townsfolk.



Open for Business

Sam's General Store

The crafty traveling salesman, Sam, operates out of his home in Beacon Town, but often takes his wares with him on the road. Depending on the day of the week, he can be found in town, standing outside Gus's Smithy at the mountain, or near the western edge of your farm.

Tue Summer 14
2:32 PM
3,940G
Sam
Vegetables have different levels of difficulty. I'll buy those difficult vegetables for a higher price!

Sam doesn't offer the best prices—and his stock is pretty limited—but he buys anything you care to sell him, from gems to crops to fish and fur. You'll no doubt make numerous trips between Gus and Sam as you process ore into gems and gems into money. It's also worth noting that Sam will buy all of the fish you catch, including the inedible varieties that Bastian doesn't purchase.

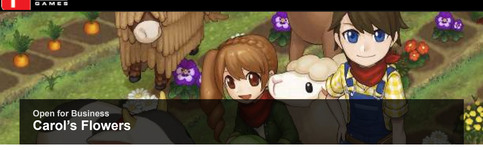
Mutated Crops for Sam

Always sell your mutated crops to Sam to gradually unlock the seeds. Sam typically needs to buy ten, twenty, or fifty pieces of a mutated crop variety in order to add the seeds to his inventory. Continue selling him the mutated crops until you see the corresponding seeds in his goods list. Check out the Farmer's Handbook chapter for details on the cost and unlocking requirements for mutated seeds.

Aside from selling Sam your gems, the main reason to shop at Sam's General Store is to purchase seeds. As the seasons advance and you interact with him more and more (and complete his requests), additional seeds for the basic crop varieties get added to his store. Come winter you should be able to purchase each of the items listed here. Seeds are sold individually.

Sam's General Store: Inventory (not including mutated crop seeds)

Item	Name	Price (G)
	Cabbage Seeds	20
	Celery Seeds	20
	Onion Seeds	30
	Strawberry Seeds	20
	Tomato Seeds	30
	Corn Seeds	20
	Green Pepper Seeds	20
	Wheat Seeds	20
	Hot Pepper Seeds	20
	Potato Seeds	20
	Carrot Seeds	20
	Pumpkin Seeds	20
	Spinach Seeds	20
	Broccoli Seeds	20
	Blueberry Seeds	30
	Watermelon Seeds	50
	Asparagus Seeds	30
	Grass Seeds	10
	Grapefruit Sprout	2,000
	Peach Sprout	3,000
	Apple Sprout	3,000
	Orange Sprout	3,000
	Leafy Tree Sprout	500
	Cone Tree Sprout	500
	Regular Bait	10
	Softwood Lumber	200
	Stone	100



Open for Business

Carol's Flowers

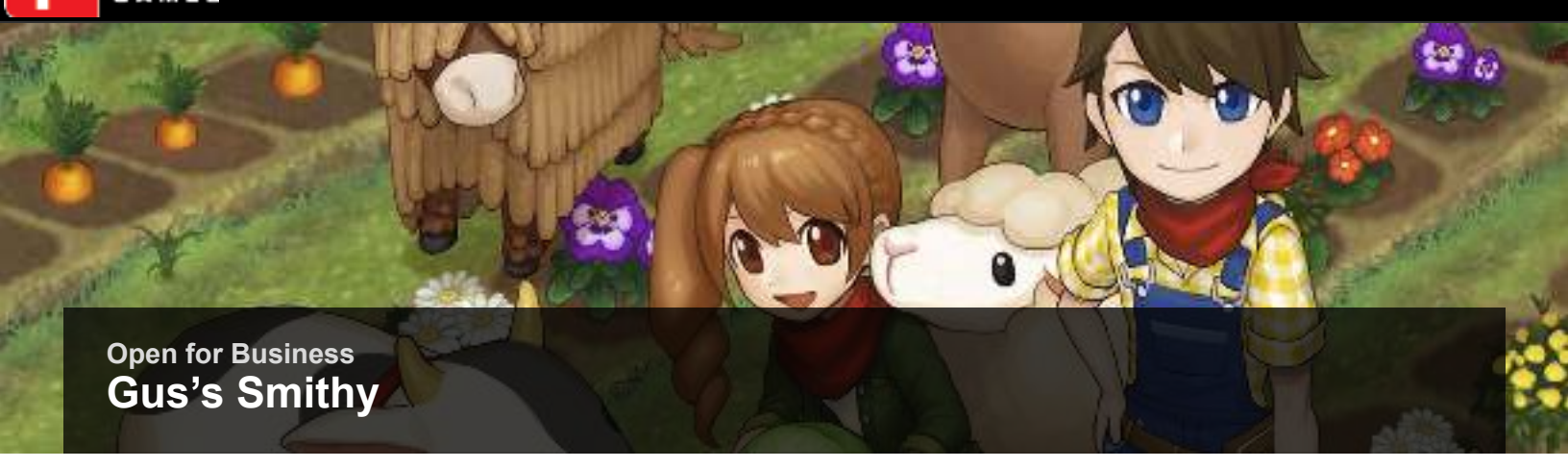
Located right on the town square, Carol's Flowers, operated by Carol and her son Dean, serves as a floral specialty shop. Carol stocks a variety of flower seeds, Fertilizers, and other agricultural products like Growth Promoters and Herbicide.

Carol pays 50 percent more for your flowers than Sam, making flower cultivation a feasible way to earn money with very little work. Similarly, selling her large quantities of mutated flowers enables her to eventually stock the seeds.

Carol's supply of flower seeds increases throughout the year, as the seasons change and you complete her requests. Additionally, completing requests for Dean, her flower-loving son, unlocks new Fertilizers. Each time you learn a Fertilizer Recipe Set from Dean, rest assured that the basic formulas of those same new Fertilizer varieties are available for sale at Carol's Flowers (though they're quite expensive).

Carol's Flowers: Inventory (not including mutated flower seeds)

Item	Name	Price (G)
	Marguerite Seeds	20
	Tulip Seeds	30
	Pink Rose Seeds	80
	Sunflower Seeds	20
	Pink Dahlia Seeds	50
	Red Rose Seeds	80
	Cosmos Seeds	30
	Carnation Seeds	40
	White Rose Seeds	80
	Pink Pansy Seeds	30
	Blue Rose Seeds	80
	Fertilizer	50
	Berry Blend	200
	Tomato Blend	300
	Corn Blend	100
	Cabbage Blend	200
	Celery Blend	300
	Onion Blend	300
	Pepper Blend	100
	Wheat Blend	100
	Melon Blend	1,000
	Asparagus Blend	500
	Potato Blend	400
	Carrot Blend	300
	Pumpkin Blend	500
	Spinach Blend	200
	Broccoli Blend	300
	Retention Agent	500
	Growth Promoter	1,000
	Herbicide	100



Open for Business

Gus’s Smithy

Gus’s Smithy, located not far from the mine in the mountain, is where you head to process ore into building materials, metals, and gems. Gus is also skilled with an anvil and can upgrade your tools for a substantial cost. Gus doesn’t buy anything from you—he’s not even a fan of gems—and he doesn’t sell any items that can be sold, but you should visit him each and every time you exit the mine.

As discussed in the **Mining for Profit** chapter, the single best way to make money in *Harvest Moon: Light of Hope* is by mining. Take your piles of ore to Gus, pay him to process them into valuable metals and gems, and sell the gems to Sam for mass riches.

Ignore His Old Tales

Gus occasionally whispers about a mythical tool that waters the soil as it hoes. This is only a legend; the tool doesn’t exist.

The following tables detail each of the tool upgrades available at Gus’s Smithy. We recommend upgrading the Axe, Hammer, and Hoe first. The Expert Axe allows you to chop Hardwood Lumber, and the upgraded Hammer and Hoe make it possible to explore the depths of the mine. Upgrading Watering Cans and Fishing Rods can come later. Refer to the **Mining for Profit** chapter for full details on the prices and requirements of ore processing.

Watering Cans

Tool	Name	Capacity	Spread	Materials Required	Upgrade Cost (G)
	Watering Can	50	1 square	—	—
	Expert Watering Can	100	3 squares	4x Bronze, 2x Silver, 10x Sunflower	3,000
	Master Watering Can	200	9 squares	6x Silver, 2x Mithril, 4x White Rose	20,000
	Sacred Watering Can	300	15 squares	8x Gold, 2x Orichalcum, 2x Adamantite	50,000

Hoes

Tool	Name	Max Spread	Materials Required	Upgrade Cost (G)
	Hoe	1 square	—	—
	Expert Hoe	3 squares	4x Bronze, 2x Silver, 10x Sunflower	3,000
	Master Hoe	9 squares	6x Silver, 2x Mithril, 4x White Rose	20,000
	Sacred Hoe	15 squares	8x Gold, 2x Orichalcum, 2x Adamantite	50,000

Axes

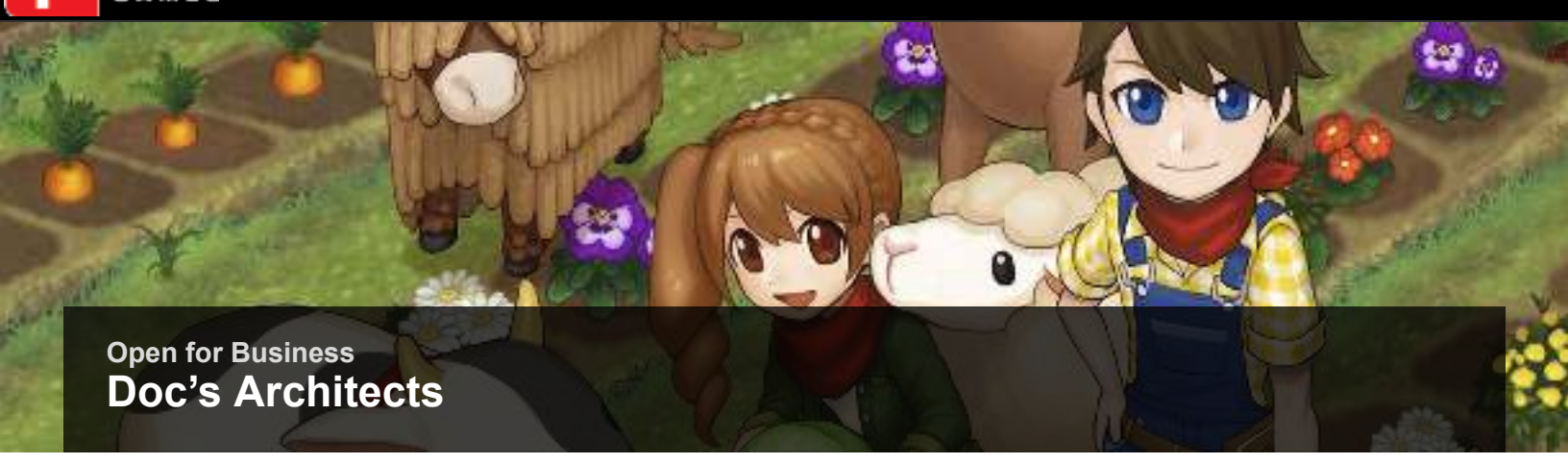
Tool	Name	Wood Type	Swings for Mature Softwood	Swings for Mature Hardwood	Materials Required	Upgrade Cost (G)
	Axe	Softwood only	7	—	—	—
	Expert Axe	Softwood and Hardwood	4	7	4x Bronze, 2x Silver, 10x Cosmos	3,000
	Master Axe	Softwood and Hardwood	2	3	6x Silver, 2x Mithril, 4x Blue Rose	20,000
	Sacred Axe	Softwood and Hardwood	1	1	8x Gold, 2x Orichalcum, 5x Adamantite	50,000

Hammers

Tool	Name	Rock Size	Ore Type	Materials Required	Upgrade Cost (G)
	Hammer	Small rocks only	Gray	—	—
	Expert Hammer	Medium rocks	Hard ore lodes	4x Bronze, 2x Silver, 10x Cosmos	3,000
	Master Hammer	Big rocks (3x swings)	Harder ore lodes	6x Silver, 2x Mithril, 4x Blue Rose	20,000
	Sacred Hammer	All rocks (1x swing)	All ore lodes	8x Gold, 2x Orichalcum, 5x Adamantite	50,000

Fishing Rods

Tool	Name	Description	Materials Required	Upgrade Cost (G)
	Fishing Rod	Used to catch fish.	—	—
	Master Fishing Rod	Made with good materials. Can catch more than one fish.	10x Softwood Lumber, 10x Iron, 5x Orichalcum	10,000
	Glorious Fishing Rod	Made with the best materials. Can catch more than one fish.	10x Hardwood Lumber, 3x Soul Gem, 5x Adamantite	50,000



Open for Business

Doc’s Architects

Doc lives in his laboratory, high in the northwest corner of the mountain, just above the Hot Springs. He doesn’t purchase any items from you, nor does he sell any commodities, but his upgrades are worth their weight in Mithril!

Aim to purchase the Large House upgrade as soon as possible to gain the additional storage capacity in the dresser and refrigerator. This ensures you don’t lose any ore or crops during collection due to a full Bag—they’re automatically deposited in your house storage. Additional building expansions make getting married and raising a family possible.

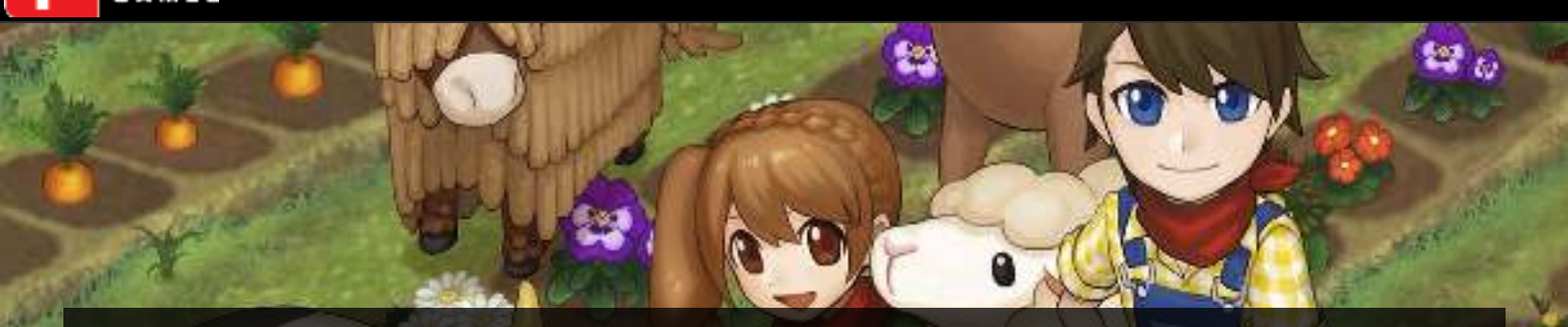
Doc’s inventory of fence items and decorations continues to grow as you complete his requests. Complete all of his requests to gain access to special commemorative items to place in your home.

Hardwood Shortage?

Need Hardwood for those building upgrades but have cut down most of the Hardwood trees in the mountain and on your farm? Though you can always purchase saplings to plant, it’s easier to check the Farm: Southern Area once you repair the bridge. This easily overlooked river island is home to a number of Hardwood trees. There are also quite a few growing in Beacon Town.

Doc’s Architects: Inventory

Item	Name	Description	Materials Required	Price (G)	Unlocked
	Large House	Spacious house that lets you live more comfortably.	40x Hardwood Lumber, 5x Mithril, 10x Glass	85,000	—
	Level 2 Chicken Coop	Can hold up to 15 chickens.	20x Hardwood Lumber, 3x Gold, 1x Adamantite	100,000	Restore the Lighthouse
	Big Animal Barn	Can hold up to 15 animals.	30x Hardwood Lumber, 3x Mithril, 2x Adamantite	120,000	Restore the Lighthouse
	Giant House	Big house. Spacious enough for a family with kids.	50x Hardwood Lumber, 5x Great Cotton Candy Wool, 3x Adamantite	180,000	Purchase Large House upgrade.
	Crib	A small bed for babies.	5x Hardwood Lumber, 5x Wool, 1x Silver	2,500	Purchase Giant House upgrade.
	Wooden Fence	Wooden fence used to surround your land.	3x Softwood Lumber, 1x Iron	300	Doc: Invention 1
	Stone Wall	A wall made of sturdy stone.	2x Material Stone, 3x Stone	300	Doc: Invention 2
	Hedge	A carefully manicured hedge.	1x Poinsettia, 2x Hardwood Lumber	300	Doc: Invention 3
	Candy Canes	A popular design. You can’t eat them, however.	2x Softwood Lumber, 1x Agate, 4x Candy Egg	1,000	Doc: Invention 4
	Holiday Ornament	A popular holiday design. Put it on the ground and decorate away!	2x Softwood Lumber, 1x Gold, 1x Goldberry	1,000	Doc: Invention 5
	Mechanical Fence	A mechanical fence designed by Doc. Quite ingenious.	2x Iron, 1x Glass, 1x Silver	300	Doc: Invention 6
	Harvest Sprite Flowerbed	Round flowerbed with harvest sprite statue.	10x Bronze, 10x Yellow Tulip, 10x White Tulip	100,000	Doc: Invention 7
	20th Anniversary Statue	Celebrate 20 years of Harvest Moon with this statue! Hooray!	20x Gold, 10x Hardwood	200,000	Doc: Invention 8



Open for Business

Sofia’s Livestock

Sofia’s Livestock is located across the stream in the southern part of the mountain. There, she lives with her sons Michael and Gabriel, the latter of whom is quite the livestock herder. Sofia’s Livestock specializes in farm animals, with a bevy of chickens, cows, feed, and medicine for you to purchase. Sofia even buys back mature animals from you, should you wish to make room for other species in your Animal Barn or Chicken Coop.

Initially, Sofia’s Livestock only carries basic chickens, cows, sheep, and donkeys, but her inventory expands once you restore the lighthouse. If at any time she seems unable to sell you any animals, it’s because you’ve run out of room in your Chicken Coop or Animal Barn. Either sell her some mature animals to free up room, or visit Doc to upgrade the size of your buildings.

In addition to animals, Sofia also sells Chicken and Animal Medicine used to cure sick animals, and a Miracle Potion. The Miracle Potion instantly impregnates an animal, allowing you to effectively gain another animal for the low cost of 8000G.

Free Tools Provided

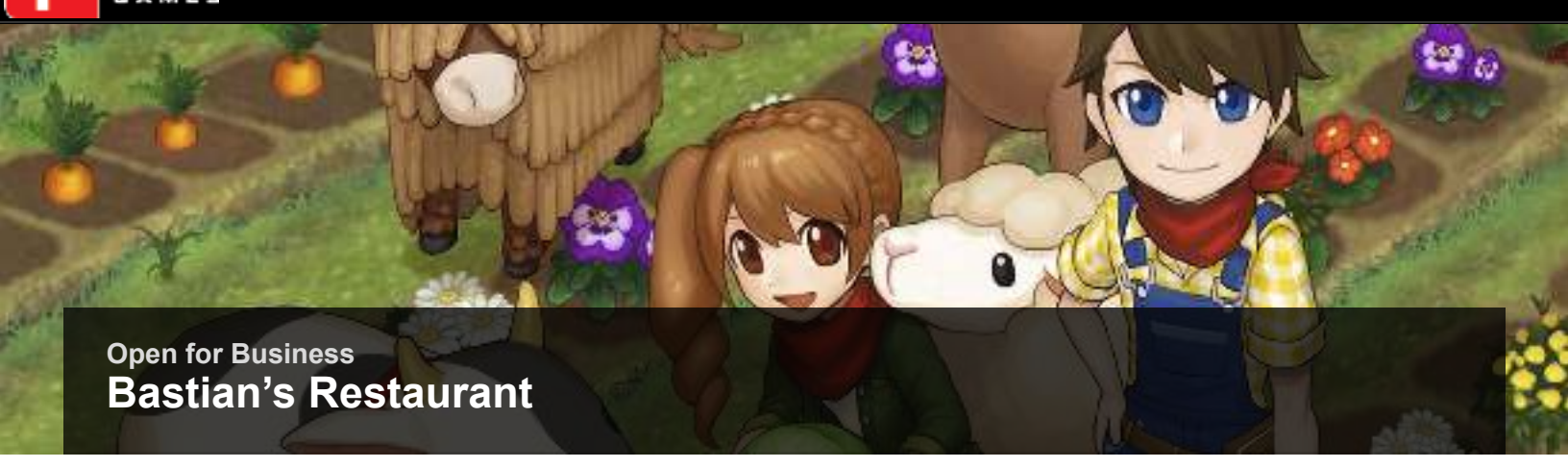
Sofia provides you with all the tools necessary for proper animal care with your purchase of a corresponding animal. Whether it’s the Milker, Shears, or Horse Whistle, you can be sure Sofia will give you everything you need to care for your purchase at no additional cost.

We recommend purchasing Animal Feed in bulk from Sofia, as it’s not very expensive and much more efficient than growing and harvesting Corn, especially given how easy it is to earn money in the mine. Of course, higher-quality feed from the Windmill has a better chance of yielding higher-grade animal products for you to sell or cook with.

Sofia delivers the animal to your farm and reviews the proper care and feeding instructions. She also helps you name it.

Sofia’s Livestock: Inventory

Item	Name	Price (G)
	Animal Medicine	5,000
	Chicken Medicine	3,500
	Miracle Potion	8,000
	Animal Feed	30
	Chicken	2,000
	Brown Chicken	6,000
	Dog	8,000
	Cow	7,000
	Sheep	10,000
	Donkey	20,000
	Horse	20,000
	Brown Cow	20,000
	Cotton Sheep	30,000
	Silky Donkey	60,000



Open for Business

Bastian’s Restaurant

Bastian and his daughter Elise run Beacon Town’s sole restaurant, a popular gathering place and source of employment for other locals. Bastian is always looking to purchase produce, fresh dairy, and sought-after fish for his restaurant. He also purchases the dishes you cook at home. Best of all, he pays 50 percent more for your goods than Sam!

While You’re Dining…

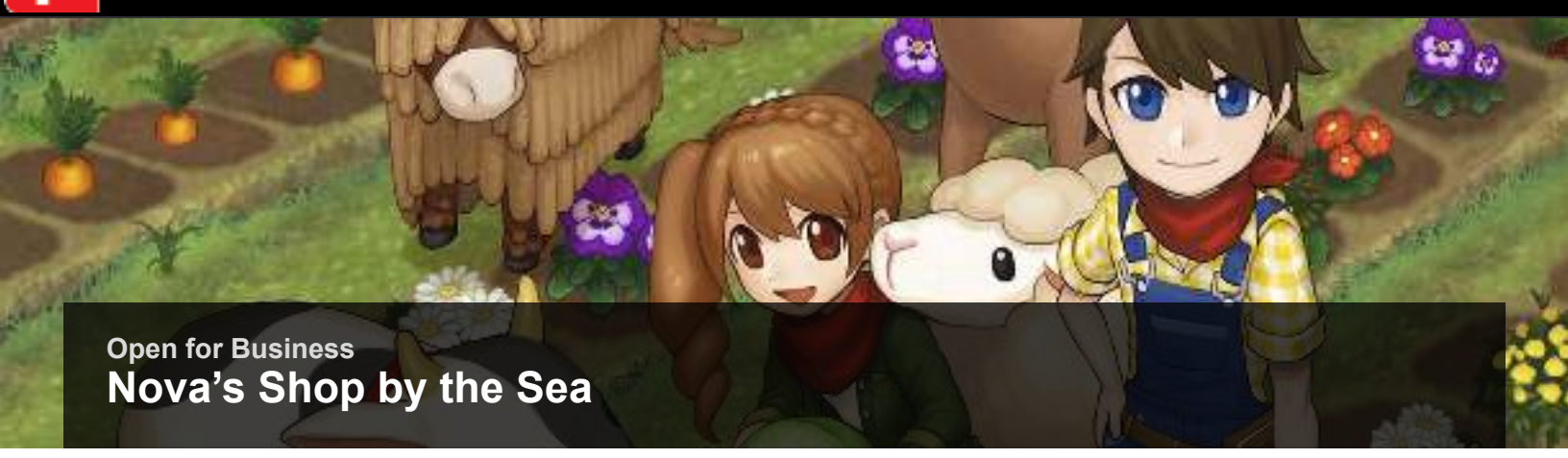
Elise is seldom not at the restaurant during business hours, making it convenient to increase your affection with her. Simply purchase a stock of Salt from Bastian and give her Salt whenever you see her. Seasonings are her favorite items, and Salt is the cheapest you can get!

Bastian is the only merchant on the island who sells food items. Visit his restaurant to purchase many cooking staples such as Sugar, Flour, and Salt, among other items that can be time-consuming to acquire on your own. More importantly, however, he also sells many of his recipes. Consult the **Cooking** chapter for a complete list of the recipes he has for sale. His assortment of recipes for sale increases as you progress through the seasons and complete his requests.

Bastian’s prices for prepared foods like Butter and Fried Eggs are quite high, and you should only consider paying these prices if really in need of an item or if you have an abundance of money. Eggs and Milk are easy to produce on your farm, so you shouldn’t ever need to purchase Fried Eggs or Cheese from Bastian.

Bastian’s Restaurant: Inventory (not including recipes)

Item	Name	Price (G)
	Flour	170
	Great Flour	200
	Cornmeal	200
	Great Cornmeal	250
	Sugar	50
	Salt	50
	Bread	500
	Black Bread	750
	Baguette	1,000
	Mayonnaise	2,500
	Yogurt	2,500
	Butter	2,500
	Cheese	2,500
	Boiled Egg	2,500
	Fried Egg	2,500



Open for Business

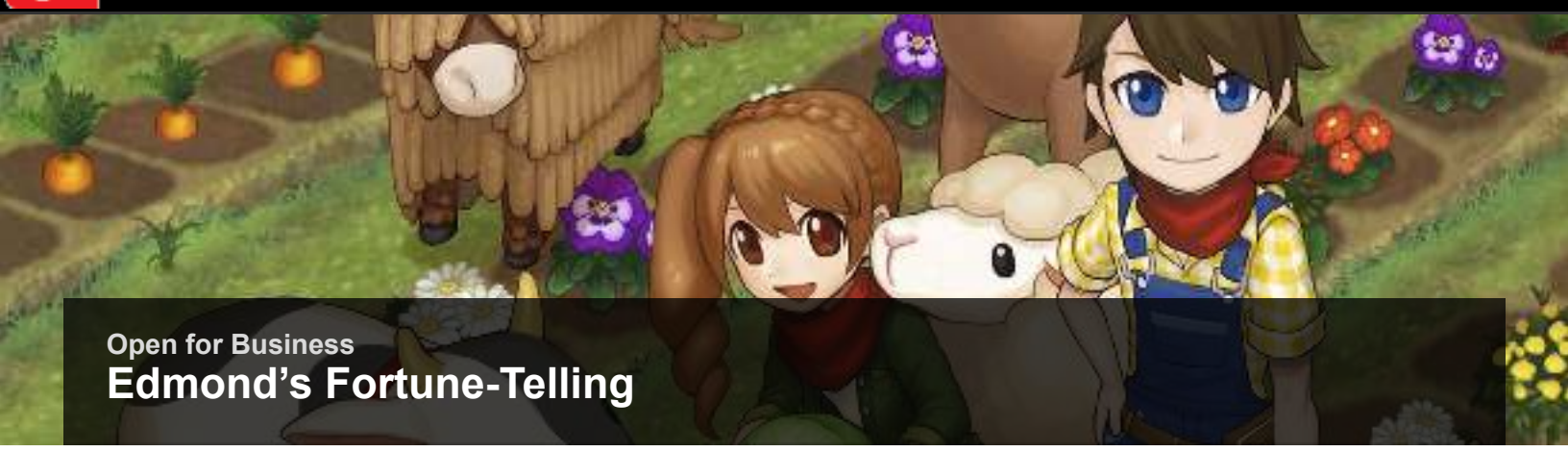
Nova’s Shop by the Sea

Nova is so determined to gain independence from her father that she takes to running a seasonal shop on the beach. Only open during the summer, her shop serves as a great source of fresh juices, Pasta, and casual Fish Cuisine like Fish & Chips. Given the complexity of Watermelon Punch and Mixed Juice, this is a great way to add these items to your Encyclopedia without having to gather the ingredients.

Nova is pretty limited in what she carries, and even more particular about what she buys from you. She only purchases Seashells (100G) and Pretty Seashells (500G) from you.

Nova’s Shop by the Sea: Inventory

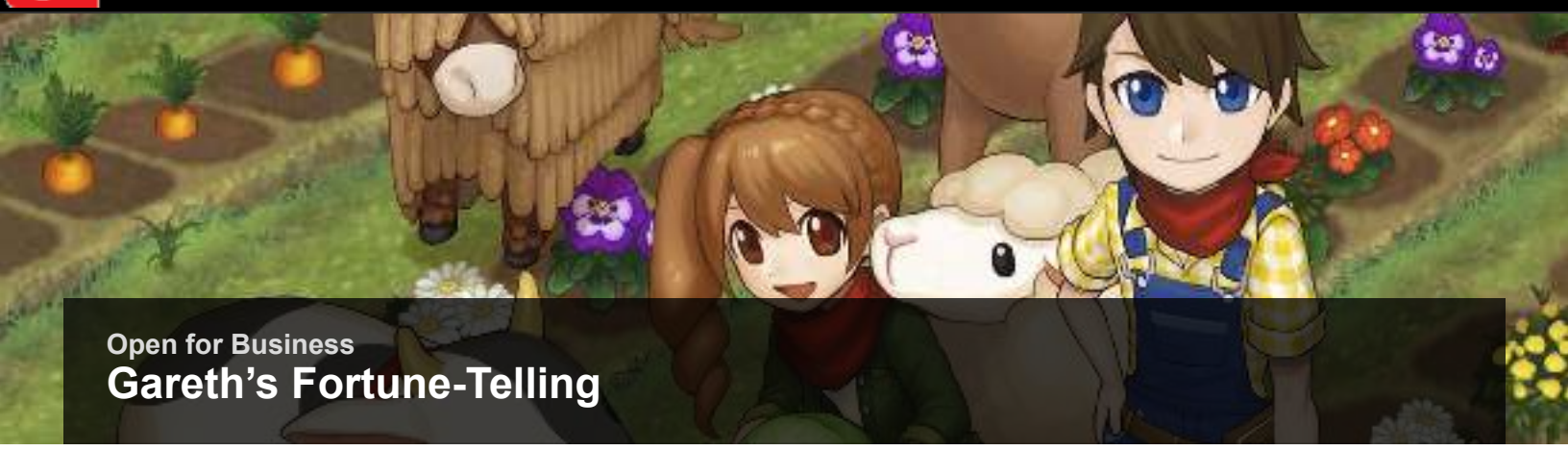
Item	Name	Price (G)
	Napolitan	2,500
	Watermelon Punch	5,000
	Mixed Juice	1,000
	Blueberry Juice	1,000
	Cranberry Juice	1,000
	Green Smoothie	1,000
	Tomato Juice	1,000
	Fish & Chips	3,500
	Fish Burger	3,500



Open for Business

Edmond’s Fortune-Telling

Unlike his apprentices, Edmond is not only home every night of the week, but his fortune-telling can help guide you on the task at hand. Trek your way to the mountain and speak to Edmond whenever unsure what to do next. Though you’ll naturally have this book to guide you in far more detail, it can be good to chat with Edmond for a quick reminder. After all, there will be times when you’re trying to collect multiple items for various tasks at once. Edmond will help you see what’s most important at that moment.

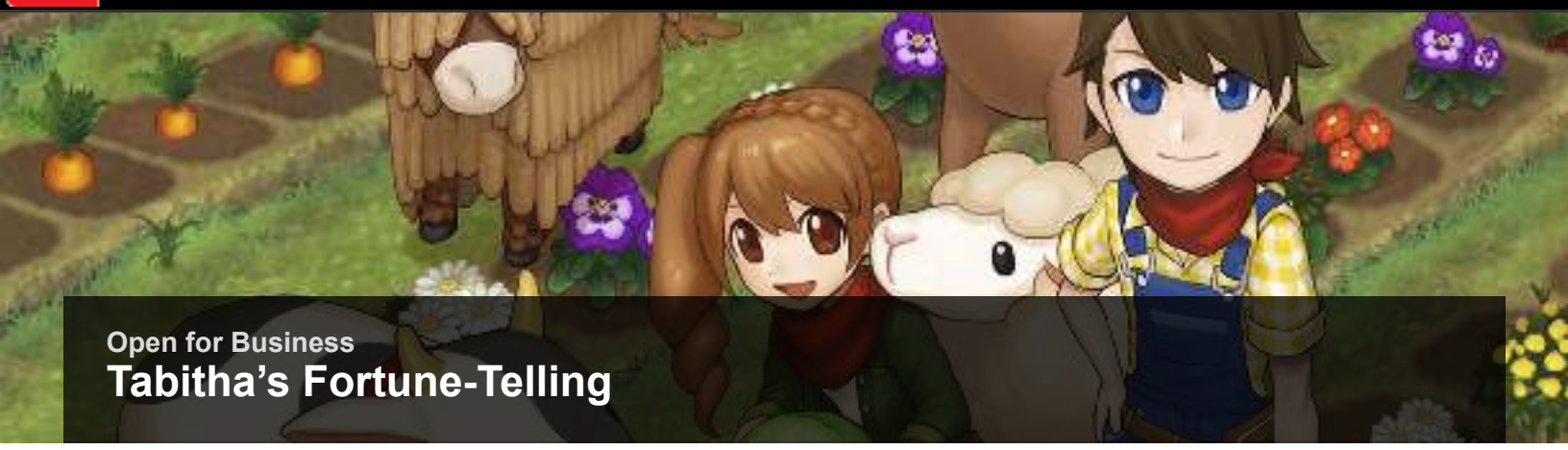


Open for Business

Gareth’s Fortune-Telling

Gareth is only home a few nights a week, but his fortune-telling service is free. Though he doesn’t always provide you with new information, he sometimes manages to predict the weather. Talk to him whenever you’re concerned about an incoming storm, especially if you have out-of-season crops growing. Be sure to fertilize any out-of-season crops if Gareth predicts a storm on the horizon.

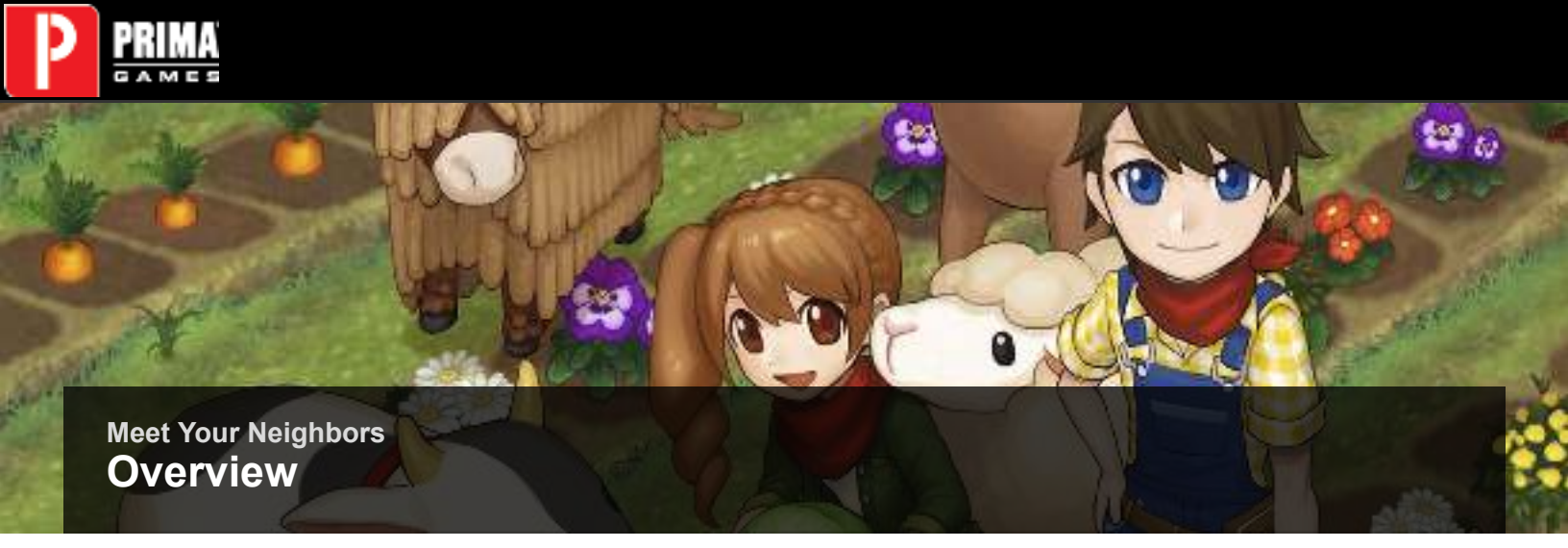
Thu Fall 21
6:50 PM
150,466G
Gareth
Hm... A wandering soul, lost in a field of fog. Remember to herd your livestock back in from the pastures.



Open for Business

Tabitha’s Fortune-Telling

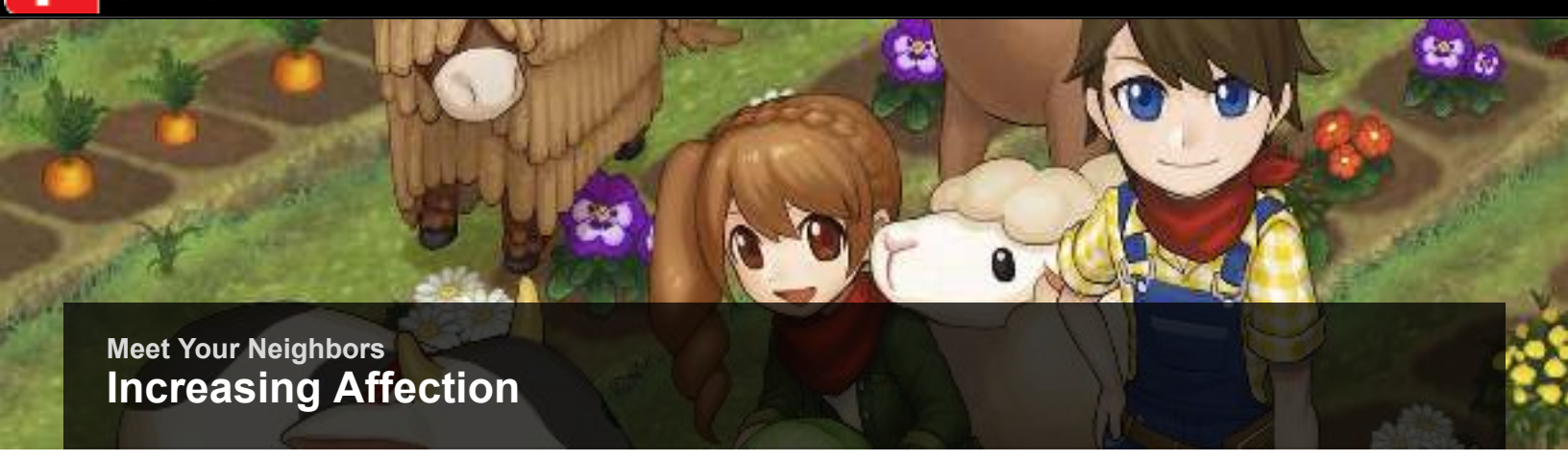
Tabitha’s fortune-telling is quite a bit more useful than Gareth’s, as she’s able to divulge the likes and dislikes of the other townsfolk. The information she reveals is automatically added to the villager profiles accessed through the Menu Button. She also reveals villagers’ preferred gifts in the days leading up to the spring Flower Festival and Fall Festival. Feel free to talk to her frequently. She repeats herself on occasion, but you can get additional clues from her.



Meet Your Neighbors

Overview

You may have washed ashore on an empty island, but thanks to your efforts, the lighthouse has been restored and Beacon Town is thriving once again. As the newest—and soon to be most-popular—resident, you have a chance to complete dozens of requests, forge new friendships, and interact with your fellow villagers in a host of fun ways. This chapter reveals their likes and dislikes, their birthdays, and much more.



Meet Your Neighbors

Increasing Affection

Every villager in Beacon Town has an affection meter consisting of five Musical Notes worth 200 Affection Points each. Affection increases when you complete requests, gift items, participate in contests and festivals, and interact with villagers in personal friendship & romance events. Of these, completing requests and gifting characters their favorite gifts on their birthdays offer the biggest boosts to affection.

Tue Fall 5
5:04 PM
117,425G
Sam
Congratulations! Now for those fish you caught, I wouldn't mind taking them off your hands. Heh heh...

A Long List of Requests

Requests come almost one per day, and typically in the order of affection. Each villager can only have one active request at a time, but if you continue to fulfill the requests as they come in, you may never see the requests from characters you aren't as close with (and even less often from the Harvest Goddess and her ilk). Consider allowing the request list to go unfulfilled for a while to draw requests from less-demanding villagers. This is a great way to complete Doc's requests, each of which unlocks new decorations and fence styles.

Raising Affection

Category	Reaction/Comments	Affection Points
Talking	Speaking with villagers	+2
Gift Giving	I hate it	+0
Gift Giving	I dislike it	+1
Gift Giving	Neutral	+5
Gift Giving	I like it	+7
Gift Giving	I love it	+10
Dialogue Event	Normal reaction	+10
Dialogue Event	Best response	+50
Dating	Festivals/holidays	+30
Dating	Marriage proposal	+50
Family	Wedding anniversary	+30
Family	Give milk to child	+5
Family	Shake Rattle for child	+3
Family	Read Picture Book to child	+4

Friendship Events

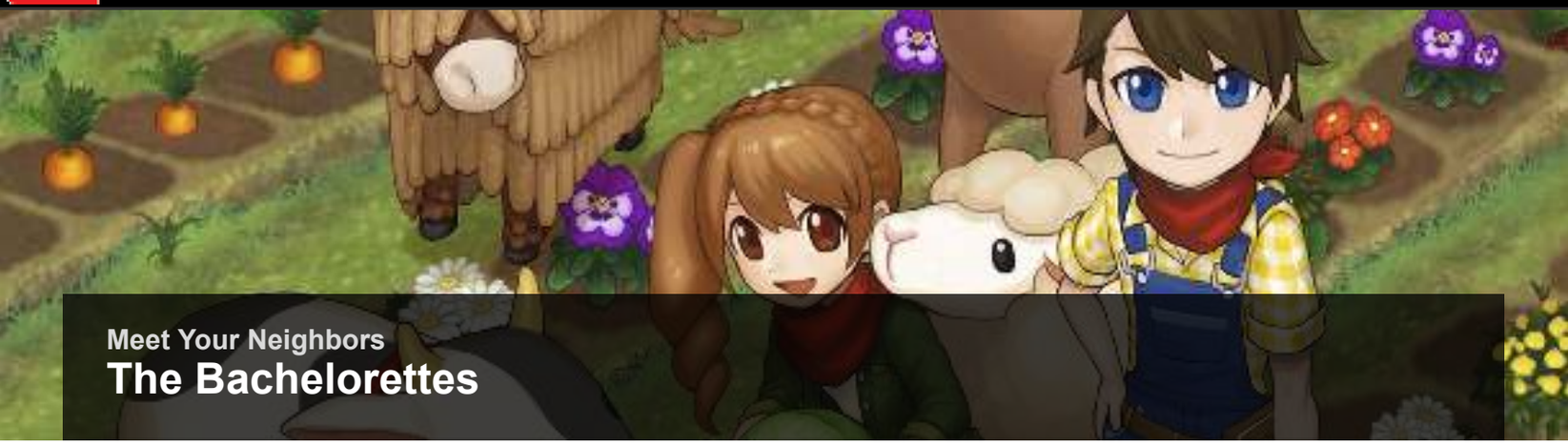
Among the villagers are six bachelors and six bachelorettes. These characters have special friendship-building cutscenes that coincide with each affection milestone. Many of these contain a choice of responses that can gain you bonus affection. The rules governing friendship events are as follows.

Event	Musical Notes	Style	Gender	Notes
0	0	Introduction	Any	Part of the main story.
1	1	Friendship	Any	Can be triggered after marriage.
2	2	Friendship	Any	Can be triggered after marriage.
3	3	Romance	Opposite sex only	Cannot be triggered if married.
4	4	Romance	Opposite sex only	Cannot be triggered if married.
5	5	Proposal	Opposite sex only	Leads to marriage.

Since these events have the potential to lead to marriage, we only detail the first two instances of these events for each character so as not to spoil the joy of falling in love. The first two friendship events can be experienced with each bachelor and bachelorette, regardless of sex, and can take place once married. An early introduction event with each character takes place upon their arrival to the island, but that doesn't count toward affection.

Make a House Call

Not every friendship event takes place when you visit the character in their house. Some take place on the beach or in the mountain or in other characters' homes. Monitor the affection levels and note whenever a character reaches a new Musical Note. Use the map to visit them wherever they are throughout the day. Similarly, it pays to visit other houses from time to time, as some characters' friendship events take place in stores, such as at Carol's Flowers.



Meet Your Neighbors

The Bachelorettes

Elise

Birthday	Favorite	Dislikes
Fall 14	Seasonings	Spicy things

Elise is the daughter of Bastian and is a chef-in-training at Bastian's Restaurant. She's a hardworking girl who aspires to cook with the freshest ingredients while doing as much on her own as possible. Elise is most commonly found at the restaurant or in Beacon Town Square. She's a formidable competitor in the Cooking Contest.

Friendship Events

Affection	Time	Trigger	Best Response
♪	Any	Exit your house.	“You’re the best chef around!”
♪♪	Any	Visit the beach.	“I look forward to it!”

1. Elise is straining to pull weeds in effort to create a garden. It turns out there’s a lot Elise doesn’t know about growing crops. When you offer to provide the crops she needs, she invites you to try her cuisine.

2. You find Elise on the fishing pier at the beach trying to catch her own fish, in hopes of saving money with fresh seafood. The only problem is, she’s not very good at fishing.

Elise's Requests

No.	Name	Requested Items	Reward
1	Cuisine 1	Strawberry x3	Peach Pie Recipe, Flour x4
2	Cuisine 2	Milk x2	No-Bake Cheesecake Recipe, Flour x4
3	Cuisine 3	Corn x3	Strawberry Mille-Feuille Recipe, Cornmeal x4
4	Cuisine 4	Egg x2	Napolitan Recipe, Cornmeal x4
5	Cuisine 5	Carrot x3	Pumpkin Potage Recipe, Durum Wheat Flour x4
6	Cuisine 6	Great Milk x2	Green Smoothie Recipe, Durum Wheat Flour x4
7	Cuisine 7	Apple x3	Fish Burger Recipe, Barley Flour x4
8	Cuisine 8	Great Egg x2	Fish & Chips Recipe, Barley Flour x4
9	Cuisine 9	Purple Asparagus x3	Mixed Berry Cake Recipe, Rye Flour x4
10	Cuisine 10	Ultimate Milk x2	Watermelon Punch Recipe, Rye Flour x4
11	Spring Cuisine 1	Strawberry x4	Blueberry Pie x1
12	Spring Cuisine 2	Great Egg x2	Great Mayonnaise x3
13	Summer Cuisine 1	Tomato x4	Fish Burger x1
14	Summer Cuisine 2	Great Egg x2	Great Yogurt x3
15	Fall Cuisine 1	Rainbow Trout x4	Bagna Cauda x1
16	Fall Cuisine 2	Great Egg x2	Great Mayonnaise x3
17	Winter Cuisine 1	Pumpkin x4	Rainbow Trout En Croute x1
18	Winter Cuisine 2	Great Milk x2	Great Yogurt x3

Jeanne

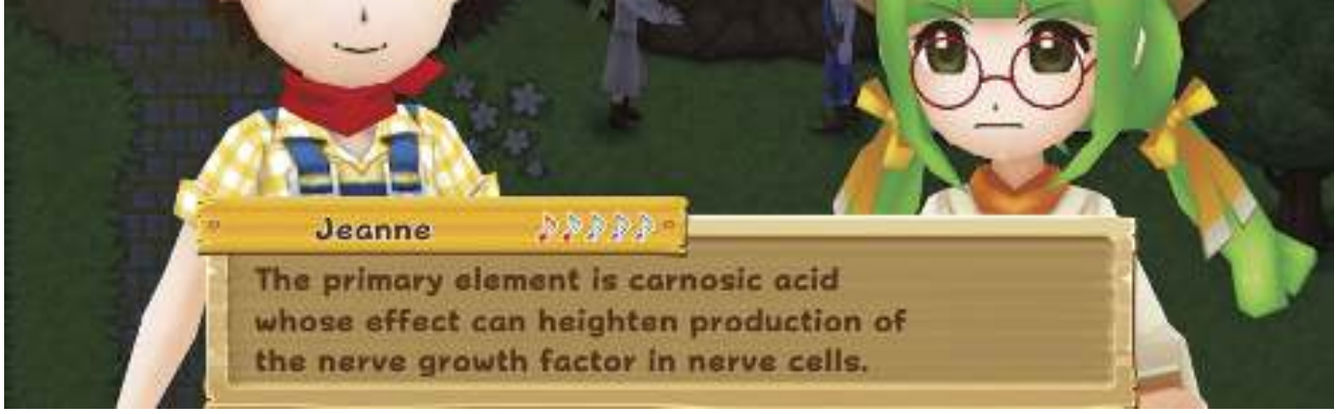
Birthday	Favorite	Dislikes
Winter 7	Seashells	Ore

Jeannie is the latest in a long line of family lighthouse keepers who've lived on the island. She resides in a house at the lighthouse overlook and is quite busy training as an herbal doctor, as she's relied upon by the other townsfolk for any medical emergency. Jeanne can be hard to find, since she doesn't often stroll around the island, but you can find her in the mountain on Friday afternoons and near the lighthouse overlook on Sundays.

Friendship Events

Affection	Time	Trigger	Best Response
♪	Any	Visit the lighthouse overlook.	"Seems pretty complicated."
♪ ♪	2:00 p.m. to 9:00 p.m.	Visit Jeanne's house.	"You should get more rest."

1. Jeanne is looking for medicinal plants and is quite happy to explain how she tries to keep the islanders healthy with preventive herbal treatments. She tends to talk a lot about the scientific benefits of different edibles but gets self-conscious about it. Reassure her.



2. Jeanne has fallen ill due to her habit of working too hard and not taking time to eat healthy. Fortunately, Sofia shows up with some Milk and Eggs from her farm, and Carol arrives with flowers. Everyone wants Jeanne to rest, and she needs to hear the message from you too.

Jeanne's Requests

No.	Name	Requested Items	Reward
1	Tonic 1	Celery x1	Cabbage Seeds x10
2	Tonic 2	Onion x2	Celery Seeds x10
3	Tonic 3	Tomato x2	Marguerite Seeds x10
4	Tonic 4	Wheat x4	Tulip Seeds x10
5	Tonic 5	Hot Pepper x4	Fodder Corn Seeds x10
6	Tonic 6	Carrot x4	Durum Wheat Seeds x10
7	Tonic 7	Spinach x4	Carnation Seeds x10
8	Tonic 8	Broccoli x4	Viola Seeds x10
9	Tonic 9	Broccolini x4	Scallion Seeds x10
10	Tonic 10	Cranberry x4	San Marzano Seeds
11	Spring Tonic 1	Onion x4	White Tulip Seeds x10
12	Spring Tonic 2	Scallion x2	Purple Asparagus Seeds x10

13	Summer Tonic 1	Tomato x4	Yellow Dahlia Seeds x10
14	Summer Tonic 2	San Marzano x2	Brown Carrot Seeds x10
15	Fall Tonic 1	Pumpkin x4	Sunny Red Seeds x10
16	Fall Tonic 2	Zucchini x2	Giant Potato Seeds x10
17	Winter Tonic 1	Broccoli x4	Purple Pansy Seeds x10
18	Winter Tonic 2	Evergreen x2	Purple Potato Seeds x10

Melanie

Birthday	Favorite	Dislikes
Summer 21	Animal Fur	Watermelon

Melanie has left the big city life behind to live with her grandfather, Gus, on the island. She's an aspiring fashion designer who tries to eat healthy and take long walks in the mountains. Melanie is at Gus's Smithy most hours of the week, except when she takes walks along the beach or is found gazing across the mountain lake.

Friendship Events

Affection	Time	Trigger	Best Response
♪	6:00 a.m. to 6:00 p.m.	Visit Gus's Smithy.	"You can apologize later."
♪ ♪	10:00 a.m. to 8:00 p.m.	Visit Carol's Flowers.	"Can you make me one too?"

1. Gus was found stuck between two boulders in the mine, and Melanie is upset to hear that her grandfather was risking his health. She only wants the best for Gus, but regrets yelling at him. Say something to help her feel better.

2. Melanie has come to Carol's Flowers to buy flowers for Gus. You're there when Naomi and Sally visit too. Melanie

happens to have a scarf she made for Sally and teases her about it having a love charm.

Melanie's Requests

No.	Name	Requested Items	Reward
1	Latest Look 1	Wool x2	750G
2	Latest Look 2	Wool x4	1,200G
3	Latest Look 3	Donkey Fur x2	1,500G
4	Latest Look 4	Donkey Fur x4	2,250G
5	Latest Look 5	Wool x2, Donkey Fur x2	3,000G
6	Latest Look 6	Great Wool x2, Great Donkey Fur x2	4,500G
7	Latest Look 7	Cotton Candy Wool x2	4,500G
8	Latest Look 8	Silky Fur x2	10,500G
9	Latest Look 9	Cotton Candy Wool x3, Silky Fur x3	10,500G
10	Latest Look 10	Supreme Wool x1, Supreme Donkey Fur x1	15,000G
11	Latest Spring Look 1	Great Wool x2, Cotton Candy Wool x2	4,500G
12	Latest Spring Look 2	Great Wool x2	4,500G
13	Latest Summer Look 1	Donkey Fur x2, Silky Fur x2	4,500G
14	Latest Summer Look 2	Great Donkey Fur x2	4,500G
15	Latest Fall Look 1	Cotton Candy Wool x1, Silky Fur x3	4,500G
16	Latest Fall Look 2	Great Wool x2	4,500G
17	Latest Winter Look 1	Cotton Candy Wool x3, Silky Fur x1	4,500G
18	Latest Winter Look 2	Great Donkey Fur x2	4,500G

Nova

Birthday	Favorite	Dislikes
Spring 24	Oranges	Bamboo Shoots, Mushrooms

The mysterious girl named Nova is a relative newcomer to the island, without much known history. She lives in a stone hut on the mountain, south of the Hot Springs, and is often found walking among the nearby trees. Nova is a fiercely independent girl and eager to strike out on her own. She operates a summertime snack shop on the beach.

Friendship Events

Affection	Time	Trigger	Best Response
♪	10:00 a.m. to 8:00 p.m.	Visit Bastian's Restaurant.	"But you should stay the way you are."
♪♪	10:00 a.m. to 8:00 p.m.	Visit Carol's Flowers.	"It'll be fine!"

1. Nova receives her first paycheck from Bastian and shares her desire to follow her dreams and be able to take care of

herself in the future. She expresses how much she admires people who do everything on their own.

2. Nova wants to buy her father some flowers but isn't sure what to get him. Even when Carol recommends his favorite, Sunny Reds, Nova is still unsure. Give her some reassurance!

Nova's Requests

No.	Name	Requested Items	Reward
1	Grateful 1	Bread x1	Iron Ore x5, Bamboo Shoot x5
2	Grateful 2	Perch x1	Bronze Ore x5, Bamboo Shoot x5
3	Grateful 3	Egg x1	Silver Ore x5, Bamboo Shoot x5
4	Grateful 4	Meuniere x1	Crystal Ore x2, Seashell x5
5	Grateful 5	Pizza Toast x1	Crystal Ore x4, Seashell x5
6	Grateful 6	Tomato Juice x1	Amethyst Ore x2, Seashell x5
7	Grateful 7	Gratin x1	Mithril Ore x5, Mushroom x5

8	Grateful 8	Whitefish En Croute x1	Ruby Ore x2, Mushroom x5
9	Grateful 9	Trout Acqua Pazza x1	Adamantite Ore x5, Seashell x5
10	Grateful 10	Blueberry Pie x1	Soul Gem Ore x2, Pretty Seashell x5
11	Spring Grateful 1	Strawberry Mille-Feuille x1	Silver Ore x10, Bamboo Shoot x2
12	Spring Grateful 2	Strawberry x1	Agate Ore x2, Bamboo Shoot x2
13	Summer Grateful 1	Vichyssoise x1	Mithril Ore x5, Seashell x2
14	Summer Grateful 2	Potato x1	Ruby Ore x2, Seashell x2
15	Fall Grateful 1	Blueberry Juice x1	Bronze Ore x10, Mushroom x2
16	Fall Grateful 2	Blueberry x1	Moonstone Ore x2, Mushroom x2
17	Winter Grateful 1	Margherita Pizza x1	Orichalcum Ore x5, Poinsettia x2
18	Winter Grateful 2	Cod x1	Sapphire Ore x2, Poinsettia x2

Tabitha

Birthday	Favorite	Dislikes
Spring 28	Grapefruit	Cabbage

Tabitha is the world's greatest witch! And she tells you so every chance she gets. She's also an apprentice working under Edmond. She lives across the stream in Beacon Town, just east of Bastian's Restaurant, but you're unlikely to see her during the day, as she and the other mages like to stay up late, and sleep in. Tabitha serves as the island's chief fortune-teller and is quite friendly to everyone except Gareth.

Friendship Events

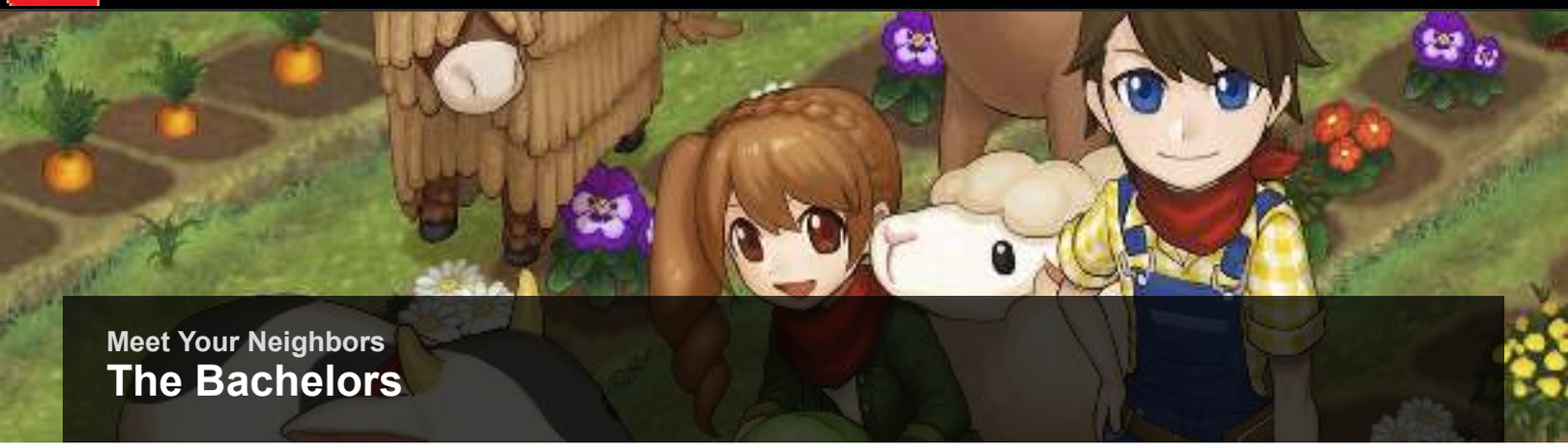
Affection	Conditions	Time	Trigger	Best Response
♪	Any	5:00 p.m. to 9:00 p.m.	Visit Tabitha's house.	"Can you really tell?"
♪ ♪	Any	5:00 p.m. to 9:00 p.m.	Visit Tabitha's house.	"You must study hard…"

1. Sally wants Tabitha to predict who she'll marry, but she's not too pleased with the results. Tabitha encourages Sally to try her new Froggymancy prediction technique, but Sally doesn't go for it. What do you think of Tabitha's skill?

2. Tabitha wonders if you've come to drink a potion that will turn you into a frog. Doc arrives to borrow a book but is upset by how damaged and old the tomes are, prompting you to comment on how much Tabitha spends studying magic books.

Tabitha's Requests

No.	Name	Requested Items	Reward
1	Antics 1	Glass Material x1	Yellow Tulip Seeds x5, White Tulip Seeds x5
2	Antics 2	Glass Material x2	Yellow Dahlia Seeds x5, White Dahlia Seeds x5
3	Antics 3	Glass Material x5	Great Animal Feed x20
4	Antics 4	Agate Ore x2	Great Animal Feed x30
5	Antics 5	Crystal Ore x2	Fertilizer x10, Celery Blend x10
6	Antics 6	Crystal Ore x4	Fertilizer x10, Pepper Blend x10
7	Antics 7	Opal Ore x2	Purple Pansy Seeds x20
8	Antics 8	Moonstone Ore x2	Delicious Animal Feed x20
9	Antics 9	Sapphire Ore x1	Growth Promoter Ex x10
10	Antics 10	Diamond Ore x1	Miracle Potion x2
11	Spring Antics 1	Agate x2	Delicious Animal Feed 10
12	Spring Antics 2	Pink Diamond x1	Retention Agent Super x10
13	Summer Antics 1	Jade x2	Delicious Animal Feed x10
14	Summer Antics 2	Peridot x1	Growth Promoter Super x10
15	Fall Antics 1	Moonstone x2	Delicious Animal Feed x10
16	Fall Antics 2	Ruby x1	Retention Agent Super x10
17	Winter Antics 1	Fluorite x2	Delicious Animal Feed x10
18	Winter Antics 2	Sapphire x1	Growth Promoter Super x10



Meet Your Neighbors

The Bachelors

Cyril

Birthday	Favorite	Dislikes
Spring 14	Yellow Dahlia	Stone, Lumber, Animal Fur

Cyril is a young traveler in the midst of a family tradition. He's been sent to see the world and learn all he can while relying only on his smarts to survive. Fate has brought him to Beacon Town, where he's only too happy to spend his days fishing. He can often be found at Bastian's Restaurant or along the stream running through your farm.

Friendship Events

Affection	Time	Trigger	Best Response
♪	Any	Visit Beacon Town.	"Oh, don't flatter me."
♪ ♪	6:00 a.m. to 7:00 p.m.	Visit the mountain.	"Yep, I totally understand."

1. You encounter Cyril passed out in town, waylaid by hunger. Cyril goes on to explain the reason he's living alone on the island, the traditions of his family, and the many adventures he's had. Nevertheless, he is quite impressed with you.

2. When you arrive in the mountains, many of the single ladies are gathered around Sofia's Livestock to watch Cyril gallop alongside the river on a horse. Afterward, Cyril admits to several surprising first-time experiences he's had. How

do you react?

Cyril's Requests

No.	Name	Requested Items	Reward
1	Country Life 1	Cornmeal x4	Yellow Perch x2, Regular Bait Recipe, 1000G
2	Country Life 2	Regular Bait x10	Rainbow Trout x3, 1600G
3	Country Life 3	Regular Bait x20	Fodder Corn Seeds x10, Good Bait Recipe, 2000G
4	Country Life 4	Good Bait x10	San Marzano Seeds x10, 3000G
5	Country Life 5	Olive Flounder x2	Goby x3, Excellent Bait Recipe, 4000G
6	Country Life 6	Excellent Bait x2	Bullhead x3, 6000G
7	Country Life 7	Excellent Bait x4	Orange Pepper Seeds x10, Delectable Fish Feed Recipe, 6000G
8	Country Life 8	Delectable Fish Feed x4	Cranberry Seeds x10, Fertilizer Fish Feed Recipe, 14,000G
9	Country Life 9	Fertilizer Fish Feed x4	Sea Bream x2, Tropical Feed Recipe, 14,000G
10	Country Life 10	Tropical Fish Feed x4	Righteye Flounder x2, Ragnarok Feed Recipe, 20,000G
11	Spring Country Life 1	Good Bait x10	Sea Bream x2, Fertilizer Fish Feed x3, 6000G
12	Spring Country Life 2	Delectable Fish Feed x3	Mosquitofish x10, Good Bait x5, 6000G
13	Summer Country Life 1	Goby x2	Redbelly Tilapia x2, Delectable Fish Feed x3, 6000G
14	Summer Country Life 2	Delectable Fish Feed x3	Good Bait x5, Black Bass x10, 6000G
15	Fall Country Life 1	Bullhead x2	Rainbow Trout x2, Fertilizer Fish Feed x3, 6000G
16	Fall Country Life 2	Delectable Fish Feed x3	Piranha x4, Good Bait x5, 6000G
17	Winter Country Life 1	Excellent Bait x2	Cod x2, Delectable Fish Feed x3, 6000G
18	Winter Country Life 2	Delectable Fish Feed x3	Spotted Gar x5, Good Bait x5, 6000G

Dean

Birthday	Favorite	Dislikes
Spring 21	Flowers	Green Peppers

Dean is Carol's son and helps her run Carol's Flowers. He's an extraordinarily passionate young man, particularly when it comes to flowers. He not only knows the meaning of many flower species, but is constantly working to discover new specialty Fertilizers to aid in crop mutation. He spends a lot of his time inside his house, but can also be found in the mountains.

Friendship Events

Affection	Time	Trigger	Best Response
♪	8:00 a.m. to 8:00 p.m.	Visit Beacon Town.	“You really like flowers, don’t you?”
♪ ♪	6:00 a.m. to 7:00 p.m.	Visit the mountain.	“They’re really pretty.”

1. Sally has come to Dean for help picking out flowers and is surprised by his knowledge. She can’t believe he knew to recommend carnations so she can apologize to her mom.

2. You find Dean in the mountains, taking a walk to admire the flowers. He’s practically overcome by the beauty of the flowers around him and is happy to tell you why flowers mean so much to him. He wonders if viewing the flowers fills you with courage.

Dean's Requests

No.	Name	Requested Items	Reward
1	Fertilizer 1	Compost x5	Growth Promoter x10
2	Fertilizer 2	Compost x10	Cabbage Blend x10, Tomato Blend x10, Fertilizer Recipe Set 1
3	Fertilizer 3	Fertilizer x10	Cabbage Super Blend x5, Tomato Super Blend x5
4	Fertilizer 4	Compost x15, Hot Pepper x2	Pepper Blend x10, Berry Blend x10, Fertilizer Recipe Set 2
5	Fertilizer 5	Fertilizer x30	Pepper Super Blend x5, Berry Super Blend x5
6	Fertilizer 6	Compost x6, Watermelon x2	Asparagus Blend x10, Melon Blend x10, Fertilizer Recipe Set 3
7	Fertilizer 7	Compost x8, Wool x2	Asparagus Super Blend x5, Melon Super Blend x5
8	Fertilizer 8	Compost x8, Seashell x2	Growth Promoter x10, Retention Agent x10, Fertilizer Recipe Set 4
9	Fertilizer 9	Compost x8, Alligator Gar x2	Growth Promoter Super x5, Retention Agent Super x5
10	Fertilizer 10	Compost x8, Kegling x2	Perfect Blend x5, Melon Blend x10, Fertilizer Recipe Set 5
11	Spring Fertilizer 1	Fertilizer x10	Berry Blend x10, Growth Promoter x10
12	Spring Fertilizer 2	Growth Promoter x2	Tomato Blend x10, Retention Agent x10
13	Summer Fertilizer 1	Fertilizer x10	Melon Blend x10, Growth Promoter x10
14	Summer Fertilizer 2	Retention Agent x2	Retention Agent x10, Carrot Blend x10
15	Fall Fertilizer 1	Fertilizer x10	Pumpkin Blend x10, Growth Promoter x10
16	Fall Fertilizer 2	Retention Agent x2	Spinach Blend x10, Retention Agent x10
17	Winter Fertilizer 1	Fertilizer x10	Broccoli Blend x10, Growth Promoter x10
18	Winter Fertilizer 2	Growth Promoter x2	Celery Blend x10, Retention Agent x10

Edmond

Birthday	Favorite	Dislikes
Winter 2	Agate Ore	Sweet Things

Edmond is a master mage who's come to the island in effort to restore the lighthouse. He lives in a house high in the northeastern corner of the mountain, but roams across the island. When not intervening in arguments between Tabitha and Gareth, this contemplative mage can often be found at the lighthouse overlook or at Harvest Goddess Spring. Edmond can offer tips on what you should do.

Friendship Events

Affection	Time	Trigger	Best Response
♪	Any	Visit Beacon Town.	"They're quite entertaining."
♪ ♪	6:00 a.m. to 7:00 p.m.	Visit the lighthouse overlook.	"When's that going to be?"

1. Edmond overhears Gareth and Tabitha arguing and interrupts their squabble after explaining a bit about the two of

them. Edmond thinks they may have calmed after meeting you. What do you think?

2. You encounter Edmond talking to Jeanne near the lighthouse, but she soon leaves. Edmond is in a contemplative mood and can't help but admit to the relief he felt when the light faded from the lighthouse. He has a secret to share, but now isn't the right time. Will you wait for the day he decides to tell you?

Edmond's Requests

No.	Name	Requested Items	Reward
1	Toils 1	Cabbage x2	Cabbage Seeds x10, Cabbage Blend x10
2	Toils 2	Celery x2	Celery Seeds x10, Celery Blend x10
3	Toils 3	Green Pepper x2	Tomato Seeds x10, Tomato Blend x10
4	Toils 4	Corn x2	Green Pepper Seeds x10, Pepper Blend x10
5	Toils 5	Carrot x2	Potato Seeds x10, Potato Blend x10
6	Toils 6	Pumpkin x2	Spinach Seeds x10, Spinach Blend x10

7	Toils 7	Cabbage Blend x4	White Celery Seeds x10, Celery Blend x10
8	Toils 8	Orange Pepper x4	Asparagus Seeds x10, Asparagus Blend x10
9	Toils 9	Scallion Seeds x10	Blueberry Seeds x10, Berry Blend x10
10	Toils 10	San Marzano Seeds x10	Purple Asparagus Seeds x10, Asparagus Blend x10
11	Spring Toils 1	Great Strawberry x2	San Marzano Seeds x10, Tomato Blend x10
12	Spring Toils 2	Purple Asparagus Seeds x5	Orange Pepper Seeds x10, Pepper Blend x10
13	Summer Toils 1	Brown Carrot x2	Purple Potato Seeds x10, Potato Blend x10
14	Summer Toils 2	Cannonball Seeds x5	Habanero Seeds x10, Pepper Blend x10
15	Fall Toils 1	Giant Potato x2	Crimson Seeds x10, Tomato Blend x10
16	Fall Toils 2	Habanero Seeds x5	Huge Cabbage Seeds x10, Cabbage Blend x10
17	Winter Toils 1	Purple Potato x2	Jalapeno Seeds x10, Pepper Blend x10
18	Winter Toils 2	Cranberry Seeds x5	Baby Spinach Seeds x10, Spinach Blend x10

Gabriel

Birthday	Favorite	Dislikes
Fall 28	Fish Cuisine	Grapefruit

Gabriel is hard at work trying to become a master livestock herder. More comfortable talking with his cows than humans, this quiet young man lives with his mother, Sofia, and his brother Michael at Sofia's Livestock in the mountain. He seldom strays far from home, except to check in on your animals.

Friendship Events

Affection	Time	Trigger	Best Response
♪	6:00 a.m. to 7:00 p.m.	Visit the mountain.	“That was really cool.”
♪ ♪	6:00 a.m. to 5:00 p.m.	Visit Sofia’s Livestock.	“I’m cheering you on.”

1. Michael is struggling to get a stray bobcat to listen to him, but Gabriel knows how to make animals comfortable. He shows his brother how to get a bobcat to take medicine. What do you think of his ability with animals?

2. Sofia shows you out back to where Gabriel is tending to the cows. Much to his mother’s dismay, he doesn’t realize a friend is there to see him. He eventually shares his dream of becoming the best livestock herder in the world.

Gabriel's Requests

No.	Name	Requested Items	Reward
1	Animal Feed 1	Corn x5	Good Bait x10, Great Butter x2
2	Animal Feed 2	Animal Feed x10	Good Bait x10, Great Cheese x2
3	Animal Feed 3	Great Animal Feed x5	Great Egg x2, Great Yogurt x2
4	Animal Feed 4	Cornmeal x4	Great Egg x2, Great Mayonnaise x2
5	Animal Feed 5	Fodder Cornmeal x4	Great Wool x2
6	Animal Feed 6	Yellow Perch x2	Great Donkey Fur x2
7	Animal Feed 7	Fodder Cornmeal x10	Great Chocolate Milk x2
8	Animal Feed 8	Fodder Cornmeal x15	Great Cotton Candy Wool x2, Great Silky Fur x2
9	Animal Feed 9	Delicious Animal Feed x10	Ultimate Egg x2, Ultimate Candy Egg x2
10	Animal Feed 10	Alligator Gar x1	Ultimate Milk x2, Ultimate Chocolate Milk x2
11	Spring Animal Feed 1	Fodder Cornmeal x5	Great Milk x2
12	Spring Animal Feed 2	Cabbage x4	Great Egg x1
13	Summer Animal Feed 1	Fodder Cornmeal x5	Great Egg x2
14	Summer Animal Feed 2	Tomato x4	Great Wool x1
15	Fall Animal Feed 1	Strawberry Jam x2	Great Milk x2
16	Fall Animal Feed 2	Potato x4	Great Cotton Candy Wool x1
17	Winter Animal Feed 1	Apple x2	Great Chocolate Milk x2
18	Winter Animal Feed 2	Yellow Perch x2	Great Candy Egg x1

Gareth

Birthday	Favorite	Dislikes
Winter 21	Fluorite	Fish

Gareth is the moody mage apprentice who studies under Edmond. Gareth can be difficult to get to know well, as Tabitha is always getting under his skin. Nevertheless, he's an honest man whose only fault may be in taking life too seriously at times. Gareth also works as a fortune-teller and is capable of predicting the weather if you talk to him in the evening, provided he's not at the lighthouse overlook.

Friendship Events

Affection	Time	Trigger	Best Response
♪	6:00 a.m. to 7:00 p.m.	Visit the mountain.	"You're funny."
♪ ♪	5:00 p.m. to 9:00 p.m.	Visit Gareth's house.	"Would you leave if you lost?"

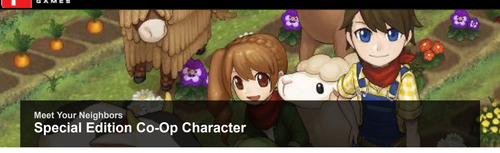
1. You find Gareth contemplating a particular situation with an Apple. Refusing to believe he dropped it, he insists the Apple fell of its own accord.

2. Gareth isn't used to having visitors in his house, but he takes the time to share some of his personal history. He doesn't have much in the way of family, but admits he often feels as if Tabitha is like an annoying older sister.

Gareth's Requests

No.	Name	Requested Items	Reward
1	Inquiry 1	Jade x1	Corn Seeds x10
2	Inquiry 2	Fluorite x1	Fodder Corn Seeds x10
3	Inquiry 3	Agate x1	Regular Bait x20
4	Inquiry 4	Opal x1	Good Bait x20
5	Inquiry 5	Crystal x1	Retention Agent x10, Herbicide x2
6	Inquiry 6	Peridot x1	Growth Promoter x10, Herbicide x2
7	Inquiry 7	Moonstone x1	Baby Asparagus Seeds x10
8	Inquiry 8	Onyx x1	Tropical Feed x5
9	Inquiry 9	Amethyst x1	Herbicide x2, Retention Agent EX x10
10	Inquiry 10	Emerald x1	Growth Promoter EX x10, Herbicide x2
11	Spring Inquiry 1	Pink Diamond x1	Fertilizer Fish Feed x5
12	Spring Inquiry 2	Crystal x2	Growth Promoter x5
13	Summer Inquiry 1	Ruby x1	Tropical Feed x5
14	Summer Inquiry 2	Crystal x2	Melon Blend x5
15	Fall Inquiry 1	Diamond x1	Delectable Fish Feed x5

16	Fall Inquiry 2	Belly Blend x5	Melon Blend x5
17	Winter Inquiry 1	Sapphire x1	Excellent Bait x5
18	Winter Inquiry 2	Crystal x2	Retention Agent x5



Meet Your Neighbors

Special Edition Co-Op Character

Soleil

Birthday	Favorite	Dislikes
Varies	Seashell	Animal Fur

Soleil emerges from the Magentocrystal and lives with you on the farm. This Gem Sprite has several unique attributes that make a wonderful addition to the Special Edition of the game. For starters, Soleil is the opposite gender of the player character, enabling the Gem Sprite to serve as a bonus bachelor/bachelorette. Secondly, Soleil can be hired to work alongside you as a co-op character, controlled by a friend with a second controller.

Co-Op Play

Plug in a second controller and enlist the help of a friend to make those chores go faster—and gain some free seeds! To play cooperatively, interact with the Magentocrystal to hire Soleil. Though it's possible to hire them for free, go ahead and spend a processed gemstone to give Soleil additional Stamina. The more valuable the gem, the more Stamina they gain!

Soleil can assist with most of your farming chores, including tilling the field, planting seeds, plus watering and fertilizing crops; anything harvested by Soleil is automatically sent to your Bag. Soleil can chop wood, break stone, fish, and mine. In fact, one of the best ways to employ a co-op partner with Soleil is in the mines, as they can quickly dig up nine squares and help locate the ladder that much faster!

The real magic of having Soleil assist you in your farming is their ability to plant a variety of seeds, randomly chosen from whatever Sam currently has available. As the player character moves about the map, Soleil automatically travels to your side, so you needn't worry about anyone getting left behind.

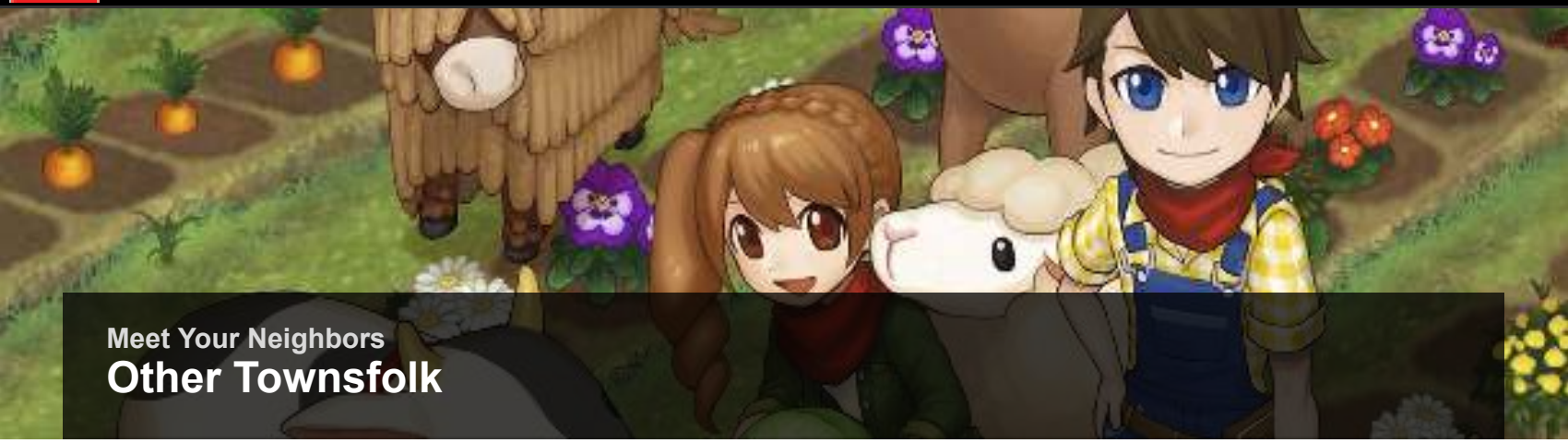
Soleil can only be hired once per day, so make it count! Consider keeping a second controller on hand and hiring the Gem Sprite daily so you can plant a medley of free seeds.

Friendship Events

Affection	Conditions	Time	Trigger	Best Response
♪	Any	Any	Wake up day after Gem Sprite appears.	"I like your face."
♪♪	Clear night.	After 6:00 p.m.	Return home.	"I'm sorry to hear."

1. Rowan helps you name the Gem Sprite the day after they emerge from the Magentocrystal. Overjoyed upon receiving the name "Soleil," everyone laughs about the misunderstanding with the Shipping Bin.

2. Return home in the evening to ask the Gem Sprite to accompany you to the beach. You'll have a lot of fun together, and they'll confesses to how much life has improved since you freed them from the Magentocrystal. Yet Soleil is somehow conflicted—and hiding a big secret.



Meet Your Neighbors

Other Townsfolk

Bastian

Birthday	Favorite	Dislikes
Fall 21	Crops	Animal Fur

The affable restauranteur, Bastian, lives with his daughter Elise at Bastian's Restaurant. Bastian is always striving to serve the best food and pays a premium for fresh produce, fish, and dishes. Ever excitable, Bastian is an enthusiastic chef and hosts the town's twice-annual Cooking Contest.

Bastian's Requests

No.	Name	Requested Items	Reward
1	Farm to Table 1	Perch x2	Baguette Recipe, Great Flour x4
2	Farm to Table 2	Yellow Perch x2	Rainbow Trout En Croute Recipe, Great Flour x4
3	Farm to Table 3	Tomato x4, Onion x2	Potato Salad Recipe, Great Durum Flour x4
4	Farm to Table 4	Broccoli x4, Spinach x2	Margherita Pizza Recipe, Great Durum Flour x4
5	Farm to Table 5	Peach x2, Apple x2, Orange x2	Vichyssoise Recipe, Great Barley Flour x4
6	Farm to Table 6	Orange Pepper x2, Asparagus x2, Celery x2	Trout Cream Pasta Recipe, Great Barley Flour x4
7	Farm to Table 7	Watermelon x2, Tomato x2	Bagna Cauda Recipe, Great Rye Flour x4
8	Farm to Table 8	Tilapia x2, Tomato x2, Asparagus x2	Tuna Carpaccio Recipe, Great Rye Flour x4
9	Spring Farm to Table 1	Sea Bream x1, Great Butter x1	Great Strawberry Mille-Feuille x1
10	Spring Farm to Table 2	Great Strawberry x2, Great Yogurt x1	Great Whitefish En Croute x1
11	Summer Farm to Table 1	Tilapia x1, Great Cheese x1	Great Vichyssoise x1
12	Summer Farm to Table 2	Great Asparagus x2, Great Mayonnaise x1	Great Green Salad x1
13	Fall Farm to Table 1	Milk x1, Great Butter x1	Great Potato Salad x1
14	Fall Farm to Table 2	Great Pumpkin x2, Great Yogurt x1	Great Pumpkin Potage x1
15	Winter Farm to Table 1	Egg x1, Great Cheese x1	Great Fish & Chips x1
16	Winter Farm to Table 2	Great Broccoli x2, Great Mayonnaise x1	Great Trout Acqua Pazza x1

Carol

Birthday	Favorite	Dislikes
Winter 28	Pasta	Lumber

Carol lives and works at Carol's Flowers, a shop she runs with her son Dean. Carol is as friendly as they come and is quite content in life, happy to spend her days tending to her flower shop and roaming about the hills near the lighthouse overlook. She's always there for a friend; many on the island rely on her as if she were their mom.

Carol's Requests

No.	Name	Requested Items	Reward
1	Flowers 1	Tulip x4	Great Marguerite x4
2	Flowers 2	Marguerite x4	Great White Tulip x4
3	Flowers 3	Pink Dahlia x4	Great Marguerite x4
4	Flowers 4	Sunflower x4	Great Yellow Dahlia x4
5	Flowers 5	Cosmos x4	Great Sunflower x4
6	Flowers 6	Carnation x4	Great Sunny Red x4
7	Flowers 7	Pink Pansy x4	Great Pink Carnation x4
8	Flowers 8	Viola x4	Great Yellow Pansy x4
9	Spring Flowers 1	Tulip x4	White Tulip Seeds x10, Tulip x4

10	Spring Flowers 2	White Tulip x2	Great Pink Rose x4, White Tulip x4
11	Summer Flowers 1	Pink Dahlia x4	Pink Dahlia x4, White Dahlia Seeds x10
12	Summer Flowers 2	Yellow Dahlia x2	Great Red Rose x4, Yellow Dahlia x4
13	Fall Flowers 1	Carnation x4	Carnation x4, Sunny Red Seeds x10
14	Fall Flowers 2	Sunny Red x2	Great White Rose x4, Sunny Red x4
15	Winter Flowers 1	Blue Rose x4	Viola Seeds x10, Blue Rose x4
16	Winter Flowers 2	Purple Pansy x2	Great Blue Rose x4, Purple Pansy x4

Doc

Birthday	Favorite	Dislikes
Winter 14	Flowers	Pumpkin

Doc is an eccentric inventor who lives in the mountain, north of the Hot Springs. Always at work on a new creation, he's thrilled to meet you and always considers you his apprentice. Doc is often in his lab, but makes time for weekly walks on the beach, probably because it gives him a chance to pass by Carol's house…

Doc's Requests

No.	Name	Requested Items	Reward
1	Invention 1	Glass x2, Material Stone x2	Compost x10
2	Invention 2	Iron x2, Material Stone x2	Material Stone x10
3	Invention 3	Hardwood x2, Softwood x3	Softwood x10
4	Invention 4	Bronze x2, Softwood x5	Glass Material x10
5	Invention 5	Silver x2, Hardwood x3	Mithril x3
6	Invention 6	Mithril x2, Hardwood x5	Hardwood x10
7	Invention 7	Gold x2, Moonstone x1	Pink Diamond x3
8	Invention 8	Orichalcum x2, Adamantite x1	Adamantite x3
9	Spring Invention 1	Softwood Lumber x5, Glass x2	Softwood Lumber x10
10	Spring Invention 2	Iron x1, Softwood Lumber x5	Adamantite Ore x1
11	Summer Invention 1	Hardwood Lumber x5, Material Stone x2	Hardwood Lumber x10
12	Summer Invention 2	Bronze x1, Softwood Lumber x5	Orichalcum Ore x1
13	Fall Invention 1	Softwood Lumber x5, Glass x2	Softwood Lumber x10
14	Fall Invention 2	Silver x1, Hardwood Lumber x5	Adamantite Ore x1
15	Winter Invention 1	Hardwood Lumber x5, Material Stone x2	Hardwood Lumber x10
16	Winter Invention 2	Gold x1, Hardwood Lumber x5	Orichalcum Ore x1

Gus

Birthday	Favorite	Dislikes
Spring 7	Ore	Fruits

Gus may seem a bit gruff at first, but he’s a kind old man who wants for little in the world, other than the happiness of his granddaughter, Melanie. Gus is a skilled blacksmith with many a year of forging iron and mining stone behind him. Unfortunately, his back isn’t quite up to working in the mines anymore, though he can’t help himself from time to time.

Gus’s Requests

No.	Name	Requested Items	Reward
1	Ore 1	Iron Ore x2	Tomato Seeds x15
2	Ore 2	Iron Ore x2	Green Pepper Seeds x15
3	Ore 3	Bronze Ore x2	Carrot Seeds x15
4	Ore 4	Silver Ore x2	Hot Pepper Seeds x15
5	Ore 5	Gold Ore x2	Broccoli Seeds x15
6	Ore 6	Gold Ore x2	Blueberry Seeds x15
7	Ore 7	Mithril Ore x2	Gooseberry Seeds x15
8	Ore 8	Orichalcum Ore x2	Black Currant Seeds x15
9	Spring Ore 1	Iron Ore x2	Red Cabbage x15
10	Spring Ore 2	Gold Ore x2	Asparagus Blend x15
11	Summer Ore 1	Iron Ore x2	Broccolini Seeds x15
12	Summer Ore 2	Mithril Ore x2	Wheat Seeds x15

13	Fall Ore 1	Iron Ore x2	White Berry Seeds x15
14	Fall Ore 2	Orichalcum Ore x2	Potato x15
15	Winter Ore 1	Iron Ore x2	Squash Seeds x15
16	Winter Ore 2	Adamantite Ore x2	Blueberry Seeds x15

Michael

Birthday	Favorite	Dislikes
Spring 21	Juice	Flowers

Michael is Sofia's youngest son and, like Sally, typically seen at play wandering around the island. Michael is seldom without his pet dog. Opinionated but kind, Michael wishes to follow in his brother's footsteps and gain the ability to talk to animals as Gabriel can. More than that, Michael is in a hurry to grow up.

Michael's Requests

No.	Name	Requested Items	Reward
1	Manly Moves 1	Potato Salad x1	Softwood Lumber x10
2	Manly Moves 2	Fried Egg x1	Softwood Lumber x20
3	Manly Moves 3	Meuniere x1	Glass Material x10
4	Manly Moves 4	Milk x1	Iron Ore x5, Seashell x2
5	Manly Moves 5	Sweet Corn x1	Bronze Ore x5, Seashell x2
6	Manly Moves 6	Pumpkin Potage x1	Hardwood x10, Seashell x4
7	Manly Moves 7	Green Salad x1	Silver Ore x5, Seashell x4
8	Manly Moves 8	Bagna Cauda x1	Gold Ore x5, Pretty Seashell x1
9	Spring Manly Moves 1	Bread x1	Softwood Lumber x10, Seashell x2
10	Spring Manly Moves 2	Strawberry Mille-Feuille x1	Fluorite Ore x2
11	Summer Manly Moves 1	Baguette x1	Hardwood Lumber x10, Seashell x2
12	Summer Manly Moves 2	Vichyssoise x1	Crystal Ore x2
13	Fall Manly Moves 1	Pizza Toast x1	Softwood Lumber x10, Seashell x2
14	Fall Manly Moves 2	Trout Cream Pasta x1	Bronze Ore x5
15	Winter Manly Moves 1	Black Bread x1	Hardwood Lumber x10, Seashell x2
16	Winter Manly Moves 2	Whitefish En Croute x1	Gold Ore x5

Naomi

Birthday	Favorite	Dislikes
Fall 7	Bread	Pasta

Naomi is a traveling journalist who, despite the storm that ravaged the island, never left Beacon Town. She lives in town with her daughter Sally but is always on the hunt for a juicy story. Naomi is seldom at home and can be found near the Hot Springs or by the lighthouse overlook when not strolling the beach.

Naomi's Requests

No.	Name	Requested Items	Reward
1	Scoop 1	Egg x2, Milk x2	750G
2	Scoop 2	Cheese x2, Butter x2	1,200G
3	Scoop 3	Mystic Herb x4	1,500G
4	Scoop 4	Donkey Fur x4	2,250G
5	Scoop 5	Great Milk x2, Great Cheese x2	3,000G
6	Scoop 6	Great Milk x2, Great Yogurt x2	4,500G
7	Scoop 7	Trout Acqua Pazza x1, Meuniere x1	10,500G
8	Scoop 8	Blueberry Chocolate Pie x1, Cream Gratin x1	15,000G
9	Spring Scoop 1	Crystal x2	4,500G
10	Spring Scoop 2	Great Cabbage x1	4,500G
11	Summer Scoop 1	Strawberry Jam x1	4,500G
12	Summer Scoop 2	Great Tomato x1	4,500G
13	Fall Scoop 1	Fish Burger x1	4,500G
14	Fall Scoop 2	Great Potato x1	4,500G
15	Winter Scoop 1	Baguette x1	4,500G
16	Winter Scoop 2	Great Spinach x1	4,500G

Sally

Birthday	Favorite	Dislikes
Summer 28	Sweets	Carrots

One of the first townsfolk you meet, Sally is the incorrigible daughter of Naomi who often roams about the island on her own. Fiercely independent and suspicious of strangers, Sally can take some time to get to know, but she's a fun little girl filled with childhood curiosity.

Sally's Requests

No.	Name	Requested Items	Reward
1	Harvest Sprites 1	Bread x1	Mushroom x5, Seashell x2
2	Harvest Sprites 2	Strawberry Cake x1	Compost x5, Seashell x3
3	Harvest Sprites 3	Sardine x4	Softwood x5
4	Harvest Sprites 4	White Dahlia x2	Iron Ore x5, Glass Material x3
5	Harvest Sprites 5	Great Cheese x1	Poinsettia x5
6	Harvest Sprites 6	Pretty Seashell x2	Softwood x5, Hardwood x2
7	Harvest Sprites 7	Chocolate Milk x2	Onyx x5, Moonstone x1
8	Harvest Sprites 8	Blueberry Chocolate Pie x1	Mithril Ore x5, Adamantite Ore x5
9	Spring Harvest Sprites 1	Grilled Rainbow Trout x2	Bamboo Shoot x10

10	Spring Harvest Sprites 2	Dome Cabbage x2	Marguerite x5
11	Summer Harvest Sprites 1	Jade x1	Seashell x10
12	Summer Harvest Sprites 2	Watermelon Gazpacho x1	Pretty Seashell x5
13	Fall Harvest Sprites 1	Cotton Candy Wool x2	Mushroom x10
14	Fall Harvest Sprites 2	Trout Cream Pasta x1	Cosmos x5
15	Winter Harvest Sprites 1	White Rose x2	Poinsettia x10
16	Winter Harvest Sprites 2	Pumpkin Potage x1	Purple Pansy x5

Sam

Birthday	Favorite	Dislikes
Spring 7	Gems	Egg Dishes

The traveling salesman, Sam, isn't the most honest person in Beacon Town—he has a tendency of exaggerating the wonders of his wares—but he's a reliable source of seeds and buys anything from anyone. Unfortunately, Sam is also stingy and pays considerably less than Carol and Bastian. Sam makes up for his greedy ways by hosting the monthly Fishing Contest.

Sam's Requests

No.	Name	Requested Items	Reward
1	Family 1	Crystal x1	500G
2	Family 2	Amethyst x1	800G
3	Family 3	Pink Rose x1	1000G
4	Family 4	Wool x4	1500G
5	Family 5	Moonstone x2	2000G
6	Family 6	Silky Fur x4	3000G
7	Family 7	Ruby x1	7000G
8	Family 8	Goldberry x2	10,000G

9	Spring Family 1	Topaz x1	3000G
10	Spring Family 2	Squash x4	3000G
11	Summer Family 1	Corn x4	3000G
12	Summer Family 2	Baby Asparagus x2	3000G
13	Fall Family 1	Cotton Candy Wool x3	3000G
14	Fall Family 2	Blueberry x4	3000G
15	Winter Family 1	Piraya Piranha x1	3000G
16	Winter Family 2	Crimson x4	3000G

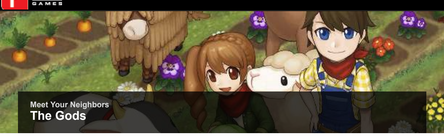
Sofia

Birthday	Favorite	Dislikes
Summer 14	Foraged items	Animal Products

Sofia is the owner of Sofia's Livestock and lives in the mountain with her two boys, Gabriel and Michael. A nurturing woman, Sofia extends kindness to her animals and neighbors in equal measure and does all she can to ensure the livestock she raises live long and happy lives.

Sofia's Requests

No.	Name	Requested Items	Reward
1	Special Feed 1	Animal Feed x10	Cornmeal x5, 250G
2	Special Feed 2	Animal Feed x20	Cornmeal x10, 400G
3	Special Feed 3	Animal Feed x40	Fodder Cornmeal x5, 500G
4	Special Feed 4	Great Animal Feed x10	Fodder Cornmeal x10, 750G
5	Special Feed 5	Great Animal Feed x20	Sweet Cornmeal x5, 1,000G
6	Special Feed 6	Animal Feed x20, Great Animal Feed x10	Sweet Cornmeal x10, 1,500G
7	Special Feed 7	Delicious Animal Feed x10	Sunset Cornmeal x10, 3,500G
8	Special Feed 8	Delicious Animal Feed x10, Great Animal Feed x20	Yellow Cornmeal x10, 5,000G
9	Spring Special Feed 1	Animal Feed x20	Cornmeal x10, 1,500G
10	Spring Special Feed 2	Delicious Animal Feed x10	Sweet Cornmeal x10, 1,500G
11	Summer Special Feed 1	Animal Feed x20	Fodder Cornmeal x10, 1,500G
12	Summer Special Feed 2	Delicious Animal Feed x10	Sunset Cornmeal x10, 1,500G
13	Fall Special Feed 1	Animal Feed x20	Cornmeal x10, 1,500G
14	Fall Special Feed 2	Delicious Animal Feed x10	Sweet Cornmeal x10, 1,500G
15	Winter Special Feed 1	Animal Feed x20	Fodder Cornmeal x10, 1,500G
16	Winter Special Feed 2	Delicious Animal Feed x10	Sunset Cornmeal x10, 1,500G



Meet Your Neighbors

The Gods

Gorgan

Birthday	Favorite	Dislikes
Fall 1	Sunny Red	Juice

The King of the Underworld, Gorgan can't stand to see his daughter tempted by the wonders of the surface world. Gorgan may never be completely welcoming of surface-dwellers to his realm, but there's little reason to fear him.

Gorgan's Requests

No.	Name	Requested Items	Reward
1	Wish 1	Great White Rose x4, Great Blue Rose x4	Watermelon Seeds x10, Blessed Flour x1, Blissful Bread Recipe
2	Wish 2	Great Pink Rose x4, Great Red Rose x4	Durum Wheat Seeds x10, Blessed Flour x1
3	Wish 3	White Tulip x4, Yellow Tulip x4	Baby Asparagus Seeds x10, Blessed Flour x1
4	Wish 4	Sunny Red x4, Pink Carnation x4	Magic Pepper Seeds x10, Blessed Flour x1
5	Wish 5	Great Viola x4	Cranberry Seeds x10, Blessed Flour x1
9	Spring Wish 1	Pink Rose x4	Dahlia Seeds x10, Blessed Flour x1
10	Spring Wish 2	Great Yellow Tulip x4, Great White Tulip x4	White Tulip Seeds x10, Blessed Flour x1
11	Summer Wish 1	Red Rose x4	Righteye Flounder x3, Blessed Flour x1
12	Summer Wish 2	Great White Dahlia x4, Great Yellow Dahlia x4	Rainbow Trout x5, Blessed Flour x1
13	Fall Wish 1	White Rose x4	Sunny Red Seeds x10, Blessed Flour x1
14	Fall Wish 2	Great Sunny Red x4, Great Pink Carnation x4	Pink Carnation Seeds x10, Blessed Flour x1
15	Winter Wish 1	Blue Rose x4	Dragon Pepper Seeds x10, Blessed Flour x1
16	Winter Wish 2	Great Yellow Pansy x4, Great Purple Pansy x4	Mellow Yellow Seeds x10, Blessed Flour x1

Harvest God

Birthday	Favorite	Dislikes
Summer 1	Peach	Dairy products

The Harvest God lives atop the lighthouse, under the golden glow of the beacon. Despite his age—and his desire for a nice pillow to sleep on—the Harvest God takes his role as defender of the island seriously.

Harvest God's Requests

No.	Name	Requested Items	Reward
1	Gifts 1	Watermelon x4	Olive Flounder x2, Blessed Flour x1, Blissful Bread Recipe
2	Gifts 2	Durum Wheat x4	Cranberry x5, Blessed Flour x1
3	Gifts 3	Baby Asparagus x4	San Marzano x5, Blessed Flour x1
4	Gifts 4	Magic Pepper x4	Cod x3, Blessed Flour x1
5	Gifts 5	Gold Berry x4	Cranberry x5, Blessed Flour x1
9	Spring Gifts 1	White Dahlia x2	Tulip Seeds x10, Blessed Flour x1
10	Spring Gifts 2	Great White Tulip x6	Magical Berry Seeds x5, Blessed Flour x1
11	Summer Gifts 1	Fish and Chips x1	Dahlia Seeds x10, Blessed Flour x1
12	Summer Gifts 2	Supreme Trout En Croute x1, Blessed Flour x1	Crimson Seeds x5
13	Fall Gifts 1	Sunny Red x2	Cosmos Seeds x10, Blessed Flour x1
14	Fall Gifts 2	Great Pink Carnation x2	White Carrot Seeds x5, Blessed Flour x1
15	Winter Gifts 1	Dragon Pepper x2, Devil Pepper x2	White Berry Seeds x10, Blessed Flour x1
16	Winter Gifts 2	Great Snowman x2	Evergreen Seeds x5, Blessed Flour x1

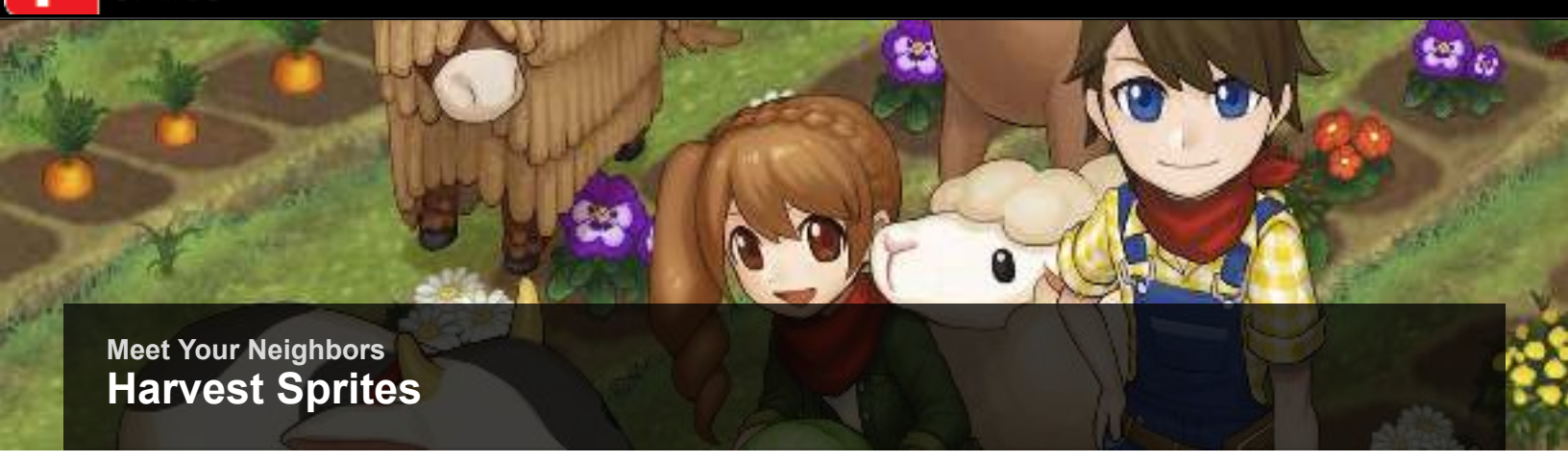
Harvest Goddess

Birthday	Favorite	Dislikes
Winter 1	Strawberry Jam	Metals

The beautiful Harvest Goddess lives high in the mountain, at Harvest Goddess Spring, and is the protector of the island's nutritious bounty. The Harvest Goddess is a selfless deity who only wants what's best for each of the islanders, even if it means encouraging her new resident farmer to focus on their relationships.

Harvest Goddess's Requests

No.	Name	Requested Items	Reward
1	Whimsy 1	Whitefish En Croute x1	White Rose x10, Blessed Flour x1, Blissful Bread Recipe
2	Whimsy 2	Mixed Berry Cake x1	Pink Rose Seeds x10, Blessed Flour x1
3	Whimsy 3	Tomato Juice x1	White Tulip Seeds x10, Blessed Flour x1
4	Whimsy 4	Fish & Chips x1	Sunny Red Seeds x10, Blessed Flour
5	Whimsy 5	Cranberry Chocolate Pie x1	Viola Seeds x10, Blessed Flour x1
9	Spring Whimsy 1	Tulip x2, Yellow Tulip x2, White Tulip x2	Pink Rose Seeds x10, Blessed Flour x1
10	Spring Whimsy 2	Great Magical Berry x4	Yellow Tulip Seeds x5, Blessed Flour x1
11	Summer Whimsy 1	Pink Dahlia x2, Yellow Dahlia x2, White Dahlia x2	Red Rose Seeds x10, Blessed Flour x1
12	Summer Whimsy 2	Great Crimson x4	White Dahlia Seeds x5, Blessed Flour x1
13	Fall Whimsy 1	Cosmos x2, Sunny Red x2, Pink Carnation x2	White Rose Seeds x10, Blessed Flour x1
14	Fall Whimsy 2	Great White Carrot x4	Sunny Red Seeds x5, Blessed Flour x1
15	Winter Whimsy 1	White Berry x2	Blue Rose Seeds x10, Blessed Flour x1
16	Winter Whimsy 2	Great Evergreen x4	Yellow Pany Seeds x5, Blessed Flour x1



Meet Your Neighbors

Harvest Sprites

Blossom

Birthday	Favorite	Dislikes
Spring 18	Marguerite	Hot Peppers

Calvin

Birthday	Favorite	Dislikes
Spring 18	Milk	Crops

Dewy

Birthday	Favorite	Dislikes
Spring 18	Perch	Fish Cuisine

Flint

Birthday	Favorite	Dislikes
Spring 18	Crystal	Gems

Oliver

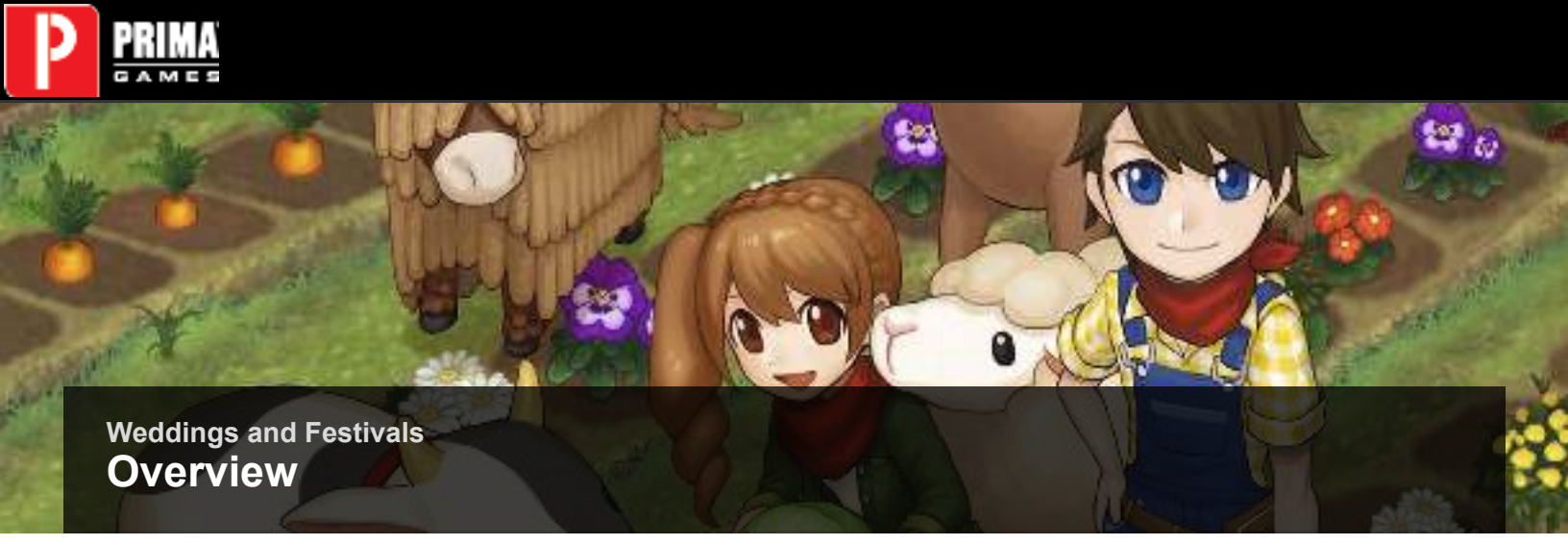
Birthday	Favorite	Dislikes
Spring 18	Berries	Egg Cuisine

Rowan

Birthday	Favorite	Dislikes
Spring 18	Cabbage	Lumber

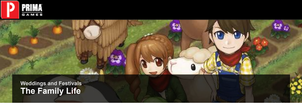
Woody

Birthday	Favorite	Dislikes
Spring 18	Apple	Iron, Iron Ore



Weddings and Festivals
Overview

There’s so much more to life on the island than restoring the lighthouse and tending to your farm. The villagers who call Beacon Town home have a long tradition of organizing festivals and contests throughout the year. This chapter covers each event on the calendar, as well as the post-game goals of getting married and having a child. After all, holidays are more fun with someone by your side…



Weddings and Festivals
The Family Life

Per the message the Harvest Goddess delivers in your dream, you need to think about more than serving others and restoring the lighthouse. It's time to think about starting a family.

Getting Married

The first step in getting married is to decide which of the available bachelors or bachelorettes you want to get close to, and build their affection to four Musical Notes. Consult the Meet Your Neighbors chapter for tips, but keep in mind that the best ways to raise affection are by completing requests and giving gifts to other villagers every day.

Once you attain a four-note affection level and see a full set of romantic events with an eligible character of the opposite sex, the Harvest Goddess appears in your dreams to offer some guidance. In short, she alerts you to two additional requirements:

1. You need the Large House upgrade.
2. You must acquire the Blue Feather.

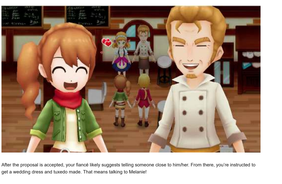
You wake like on any normal day after the dream. Make your way through the day, then head to sleep. This time you dream about the Blue Bird returning to Azure Rock at the beach.

Rowan greets you when you wake and tells you it's a beautiful day and that you should visit Azure Rock at night. Go about your day and make sure to stay awake until 6:30 p.m., then head to the beach. There, the Blue Bird presents you with the Blue Feather. Oliver appears to explain the significance of the Blue Feather—it's a symbol of trust and devotion. Give it to the character you wish to propose marriage to.

Multiple Saves, Multiple Marriages

Take advantage of those extra game-save slots before you propose to your favored character. Create multiple game saves so you can go back and experience the marriage sequence with multiple characters.

Once you make your decision on whom to marry, visit that character and select the option to propose to them. You're free to say no for now and continue to build your affection with other characters, if you choose.



After the proposal is accepted, your fiancé likely suggests telling someone close to him/her. From there, you're instructed to get a wedding dress and tuxedo made. That means talking to Melanie!

Visit Melanie the next day (other than Sunday) to tell her about your wedding. She's really excited to make you a wedding dress and tuxedo, but needs 2x Great Cotton Candy Wool and 2x Great Silky Fur in order to complete the clothes. Gus is inspired too and offers to make Melanie a new sewing machine, so you need to bring 3x Orichalcum Ore along with the fur.

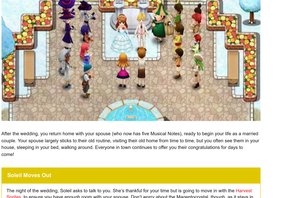
Deliver the 2x Great Cotton Candy Wool, 2x Great Silky Fur, and 3x Orichalcum Ore to Melanie as soon as you can. It takes exactly one week for her to complete the wedding attire.

Return to Gus's Smithy one week later to collect the outfits from Melanie. She can't wait to see you married in them and wants to know when the wedding will be. You and your fiancé decide the wedding will take place exactly one week from the day you get the clothing. Note the day of the week and continue going about your normal life on the island until your wedding day.

Baby Express!

If you're anxious to have a baby as soon as the marriage takes place, then use the time leading up to the wedding to acquire the Giant House upgrade and the Crib that's unlocked. This ensures the wife is pregnant one month from the wedding date.

You wake on your wedding day to a cutscene with your fiancé, in which you greet each other in your dress and tux. Take a moment to feed your pets, then head to the wedding. The wedding takes place at Beacon Town Square, with Sam presiding over the ceremony.



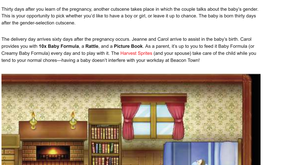
After the wedding, you return home with your spouse (who now has five Musical Notes), ready to begin your life as a married couple. Your spouse largely sticks to their old routine, visiting their old home from time to time, but you often see them in your house, sleeping in your bed, walking around. Everyone in town continues to offer you their congratulations for days to come!

Soleil Moves Out

The night of the wedding, Soleil asks to talk to you. She's thankful for your time but is going to move in with the Harvest Sprites, to ensure you have enough room with your spouse. Don't worry about the Magenbrocrystal, though, as it stays in your house and you can still employ Soleil for co-op sessions whenever you want.

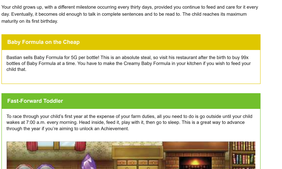
Having a Baby

Now that you're married, it's time to take the steps necessary to have a baby. That means ensuring you have the Giant House upgrade and the Crib. Provided you have a Crib in the Giant House before your wedding day, the wife becomes pregnant exactly thirty days from the day of the wedding. You needn't do anything to make this happen, other than watch the ensuing cutscene as the couple discovers that they're going to have a baby.



Thirty days after you learn of the pregnancy, another cutscene takes place in which the couple talks about the baby's gender. This is your opportunity to pick whether you'd like to have a boy or girl, or leave it up to chance. The baby is born thirty days after the gender-selection cutscene.

The delivery day arrives sixty days after the pregnancy occurs. Jeanne and Carol arrive to assist in the baby's birth. Carol provides you with **10x Baby Formula**, a **Rattle**, and a **Picture Book**. As a parent, it's up to you to feed it Baby Formula (or Creamy Baby Formula) every day and to play with it. The Harvest Sprites (and your spouse) take care of the child while you tend to your normal chores—having a baby doesn't interfere with your workday at Beacon Town!



Baby Formula Recipes

Item	Name	Recipe
	Baby Formula	2x Milk
	Creamy Baby Formula	2x Chocolate Milk

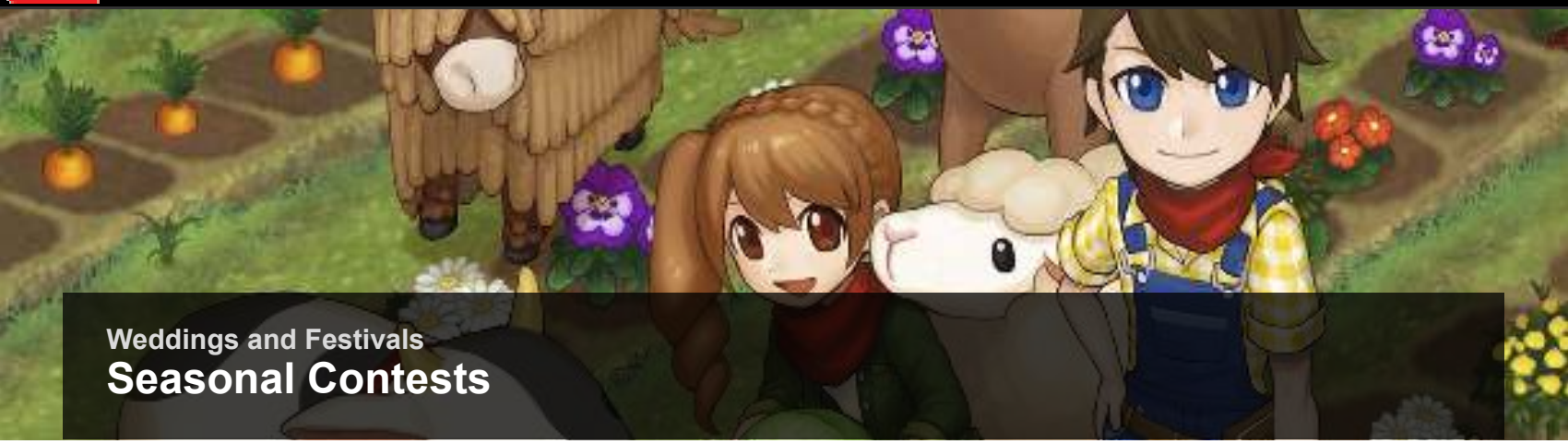
Your child grows up, with a different milestone occurring every thirty days, provided you continue to feed and care for it every day. Eventually, it becomes old enough to talk in complete sentences and to be read to. The child reaches its maximum maturity on its first birthday.

Baby Formula on the Cheap

Bastian sells Baby Formula for 50g per bottle! This is an absolute steal, so visit his restaurant after the birth to buy 99x bottles of Baby Formula at a time. You have to make the Creamy Baby Formula in your kitchen if you wish to feed your child that.

Fast-Forward Toddler

To race through your child's first year at the expense of your farm duties, all you need to do is go outside until your child wakes at 7:00 a.m. every morning. Head inside, feed it, play with it, then go to sleep. This is a great way to advance through the year if you're aiming to unlock an Achievement.



Weddings and Festivals

Seasonal Contests

There are two contest every season throughout the year. These friendly contests are free to enter and have three different classes each: Beginner, Intermediate, and Advanced. Finish in first place in one class to unlock the next highest. Don't worry about forgetting the date, as the contest organizer pays you a visit each day when you wake up to remind you. All you need to do is attend the contest between 10:00 a.m. and 3:59 p.m. to enter (though we recommend getting to the Fishing Contest bright and early).

Fishing Contest

- Spring 5
- Summer 5
- Fall 5
- Winter 5

Sam organizes the monthly Fishing Contest and stages it in the town square. Stock up on the best bait you can acquire before 10:00 a.m. and make sure your Stamina is full, so you needn't worry about eating during the contest.

The goal is to catch as many of the biggest fish as you can. Points are awarded based on the size of the fish caught—not the species—and though it's possible to accumulate a lot of points with numerous smaller fish, you must catch at least a few medium-to-large fish to win. An exceptionally large specimen of a given fish species may yield a few extra points more than normal.

Fishing Contest: Prizes

Class	Points to Win	Prize
Beginner	~350	Peridot Ore
Intermediate	~580	Onyx Ore
Advanced	~1050	Emerald Ore

You likely get your first invitation to a Fishing Contest on Summer 5 of your first year. Follow our tips here to win each class in your first attempt during summer, fall, and winter. But don't worry if you don't; there's always next season!

Fishing Contest: Points per Fish

Species	Name	Chance of Appearance (%)	Average Size (mm)	Average Points
	Akame	5	500	430
	Bullhead	20	600	90
	Electric Eeel	5	600	900
	Rainbow Trout	20	300	50
	Mosquitofish	40	20	10
	Perch	30	250	10
	Yellow Perch	20	200	10
	Goby	20	100	30
	Barbatus	20	40	100
	Arowana	10	500	100
	Bluegill	20	100	30
	Crucian Carp	30	100	30
	Alligator Gar	10	1500	570
	Green Arowana	5	500	240
	Banjar Arowana	5	500	570

	Golden Arowana	5	500	730
	Super Red Arowana	5	500	930
	White Crucian Carp	30	150	70
	Goldfish	10	30	210
	Calico Goldfish	10	20	380
	Spotted Gar	20	500	200
	Black Bass	20	200	50
	Tilapia	20	200	20
	Redbelly Tilapia	20	200	50
	Arapaima	10	1000	640
	Piranha	20	100	30
	Piraya Piranha	20	200	80
	Tuna	20	1000	300
	Sardine	30	50	20
	Cod	20	400	70
	Sea Bream	20	200	100

	Striped Beakfish	20	200	100
	Righteye Flounder	20	200	130
	Olive Flounder	20	200	130

Beginner Class

Assuming you enter the Beginner Class tournament on Summer 5 of your first year, you should have the Master Fishing Rod or better. Load up on Regular Bait and talk to Sam as soon as the contest begins to have the most time to fish.

Head to the mountain right away and fish in the lake above the waterfall. Here you should be able to catch enough Bluegill, Perch, Piranha, and Barbatus to win first place. Cast your bait and immediately reel it in if you don't see any fish shadows. Similarly, consider casting again if the only fish shadows are small, meaning they're likely Mosquitofish.

Daylight Exceptions

Though you're likely to only catch morning and daytime fish (10:00 a.m. to 4:00 p.m.) during the contest, there's a slight chance of catching a nighttime or evening fish.

Intermediate Class

Winning this contest requires quite a few more points, but it can be won without access to the lighthouse overlook pier or the pond in Farm: Eastern Area. Entrants should have acquired the Master or Glorious Fishing Rod upgrade by now, along with a healthy stock of Good Bait, though Excellent Bait is better.

Consider heading to the pond in Farm: Eastern Area if accessible, or the lighthouse overlook if you can, but if not, visit the mountain lake above the waterfall as described for the Beginner Class tournament. The improved rod allows you to catch multiple fish at once, and the Good Bait attracts better fish, reducing the likelihood of catching Mosquitofish.

Autumn Excellence

If you have access to Excellent Bait and are entering this contest in the fall, fish the waters of the farm. The Golden Arowana and Banjar Arowana that swim in the stream by the farm—and the pond to the east—make winning this tournament a cinch!

Advanced Class

The Advanced Class requires a lot more points and is best suited to those who've repaired the lighthouse overlook fishing pier and have access to the Glorious Fishing Rod and Delectable Fish Feed. Ideally, you're taking on the Advanced Class on Winter 5 of your first year. Head to the pier at once and cast off the far southwestern edge, right to where the Tuna lurk. With some luck and patience, you should reel in a thousand points' worth of Tuna in no time!

Cooking Contest

- Spring 20
- Fall 20

Bastian runs the twice-a-year Cooking Contest at the Beacon Town Square. The contest begins at 10:00 a.m., but you have until 3:59 p.m. to enter, should you need the day to procure some last-minute ingredients. The contest is straightforward: pick a class to enter, then offer up a dish to be judged. Points are awarded based on the complexity of the dish and the quality of ingredients. Recipes requiring higher-grade, rarer ingredients and a larger number of them are worth more points.

Cooking Contest Points & Prizes

Class	Points to Win	Prize
Beginner	~4,500	6x Golden Pepper Seeds
Intermediate	~9,000	6x Dryad Seeds
Advanced	~19,000	6x Giant Pumpkin Seeds

You likely enter you first Cooking Contest on Fall 20, as Spring 20 is too soon after your arrival on the island. Bastian shows up at your house when you wake to alert you to the festivities. Make sure you have at least one dish of substance to enter the contest. It needn't be fancy, as even a higher-quality egg can yield a wealth of points.

Winning Dish Suggestions

Class	Cuisine Required	Example of Winning Recipe
Beginner	No restriction	Ultimate Cheese (5200) or Ultimate Yogurt (5200)
Intermediate	No restriction	Supreme Fried Egg (12,000) or Grilled Yellow Perch (16,000)
Advanced	No restriction	Trout Acqua Pazza (32,000) or Peach Pie (32,000)

Dog Races

- Summer 20
- Winter 20

The Dog Race alternates with the Cooking Contest throughout the year and is organized by Naomi. She visits the morning of the contest to let you know to be at the beach between 10:00 a.m. and 3:59 p.m. to enter your dog in the race. Naturally, you must have a pet dog in order to enter, but you can buy one from Sofia's Livestock immediately after upgrading your house.

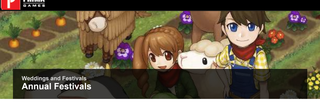
The key to winning the Dog Race is to maintain a good relationship with your dog by petting it each day and remembering to feed it. Consider feeding it with Delicious Animal Feed in the days leading up to the contest to ensure it has a high affection for you.

Dog Race Prizes

Rank	Prize
Beginner	6x Golden Pepper Seeds
Intermediate	6x Dryad Seeds
Advanced	6x Giant Pumpkin Seeds

Winning the Dog Race is quite simple, regardless of class, as you need only get your dog to follow you to the finish line before the other contestants get there. Advance to the left slowly and turn around every time your dog becomes distracted or stops running. One tactic that works well is to tap left twice, then to the right once. Even this is unnecessary if your dog has a maximum affection rating.

The only difference in the race events is the distance of the course. Tilt the controls gently to run at a slower pace so your dog can keep up, and double back whenever he slows down. Before you know it, you'll be way out in front and cruising to the finish line!



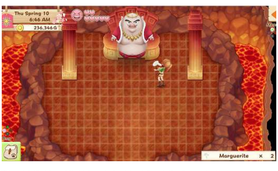
Annual Festivals

There are a number of annual events on the calendar that serve to pull the community together and give you a chance to raise your popularity with the townsfolk. Many of them also serve as ideal opportunities to go on dates with a special someone.

Flower Festival

- Spring 10

The Flower Festival takes place each spring (beginning in Year 2), as a celebration of the thawing snows and budding flowers. Unlike some other events, there's no designated time and place to attend, and you needn't ask for a date. The day-long festival is celebrated by the sharing of flowers. Each villager has their own favorite flower, and you can raise their affection toward you by giving them a flower, preferably the one they like best.



We've included the following table detailing each villager's favorite flower, but to gather some insights on your own, pay Tabitha a visit the week of the *Flower Festival*. She uses her fortune-telling powers to divine villagers' flower preferences for you.

Flower Festival: Villagers' Favorites

Villager	Favorite Flower
Bastian	Yellow Pansy
Blossom	Pink Dahlia, Pink color flowers
Calvin	Carnation, Red color flowers
Carol	Pink Pansy
Cyril	White Dahlia
Dean	Carnation
Dewy	Blue Rose, Blue color flowers
Doc	Blue Rose
Edmond	Yellow Dahlia
Elise	Yellow Tulip
Flint	Sunny Red, Brown color flowers
Gabriel	Cosmos
Gareth	Viola
Gorgan	Marguerite
Gus	Purple Pansy
Harvest God	Blue Rose
Harvest Goddess	Tulip
Jeanne	Pink Carnation
Melanie	White Rose
Michael	Sunflower
Naomi	Pink Rose
Nova	Red Rose
Oliver	Purple Pansy, Purple color flowers
Rowan	Yellow Tulip, Yellow color flowers
Sally	White Tulip
Sam	Pink Dahlia
Sofia	Yellow Tulip
Soleil	Viola
Tabitha	Sunny Red
Woody	Sun Flower, Green color flowers

Fireworks Festival

- Summer 25

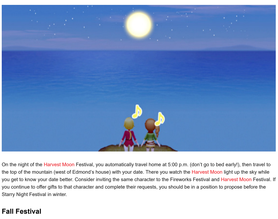
The annual Fireworks Festival is a great opportunity to get to know a special someone better. Rowan arrives at your house the morning of the 19th, a week before the festival, to remind you to invite someone. That week, whenever you speak with a bachelor/bachelorette of the opposite sex, you're prompted to invite them to the Fireworks Festival. You don't have to invite the first person you talk to—hold on to the invitation until you speak with the character you're most interested in. This date is a great way to boost affection and get closer to being able to propose marriage.

Come the night of the festival, you automatically return home at 5:00 p.m., and a cutscene involving the Fireworks Festival and your date occurs. You accompany your date to the beach, where the two of you watch the fireworks and get to know one another better. You arrive back home at 9:00 p.m.

Harvest Moon Festival

- Fall 15

The Harvest Moon Festival is similar to the Fireworks Festival in how you participate. Rowan alerts you to the upcoming festival a week before it takes place, telling you to invite someone. Again, this is to increase affection with a bachelor or bachelorette of the opposite sex, so choose carefully.



On the night of the Harvest Moon Festival, you automatically travel home at 5:00 p.m. (don't go to bed early!), then travel to the top of the mountain (west of Edmond's house) with your date. There you watch the Harvest Moon light up the sky while you get to know your date better. Consider inviting the same character to the Fireworks Festival and Harvest Moon Festival. If you continue to offer gifts to that character and complete their requests, you should be in a position to propose before the Starry Night Festival in winter.

Fall Festival

- Fall 30

The Fall Festival is a celebration of the harvest bounty the island has provided and is a chance to share food with the other villagers. Rowan alerts you to the Fall Festival's tradition of sharing food with other villagers, and visits to Tabitha during the week leading up to the event cast light on each villager's preferred dish.

Sat Fall 30
8:42 AM
134,024 G
Nova
Ooh, that looks so good! It really fits the Fall Festival theme! Did you even know this was my favorite? Thank you!

Fall Festival is similar to the Flower Festival in that it's an opportunity to gift seasonal items to the other villagers in effort to increase your popularity and gain affection. Plan ahead and spend the fall days stocking your refrigerator with plenty of tasty dishes to get the most out of the event. Though you can't lose any affection by gifting the wrong item to a villager, you don't gain as much as you would by giving a favorite dish.

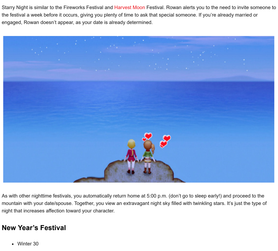
Fall Festival: Villager's Favorites

Villager	Favorite Dish
Cyril	Mushrooms, Pasta
Dean	Potatoes, Bread Cuisine
Edmond	Blueberries, Egg Cuisine
Elise	Tomatoes, Dairy Products
Gabriel	Watermelon, Fish Cuisine
Gareth	Hot Peppers, Jam
Jeanne	Asparagus, Vegetable Cuisine
Melanie	Celery, Bread Cuisine
Nova	Strawberries, Fish Cuisine
Soleil	Juice, Goldberries
Tabitha	Pumpkin, Sweets

Starry Night

- Winter 25

Starry Night is similar to the Fireworks Festival and Harvest Moon Festival. Rowan alerts you to the need to invite someone to the festival a week before it occurs, giving you plenty of time to ask that special someone. If you're already married or engaged, Rowan doesn't appear, as your date is already determined.

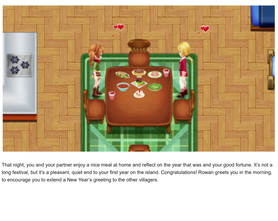


As with other nighttime festivals, you automatically return home at 5:00 p.m. (don't go to sleep early!) and proceed to the mountain with your date/spouse. Together, you view an extravagant night sky filled with twinkling stars. It's just the type of night that increases affection toward your character.

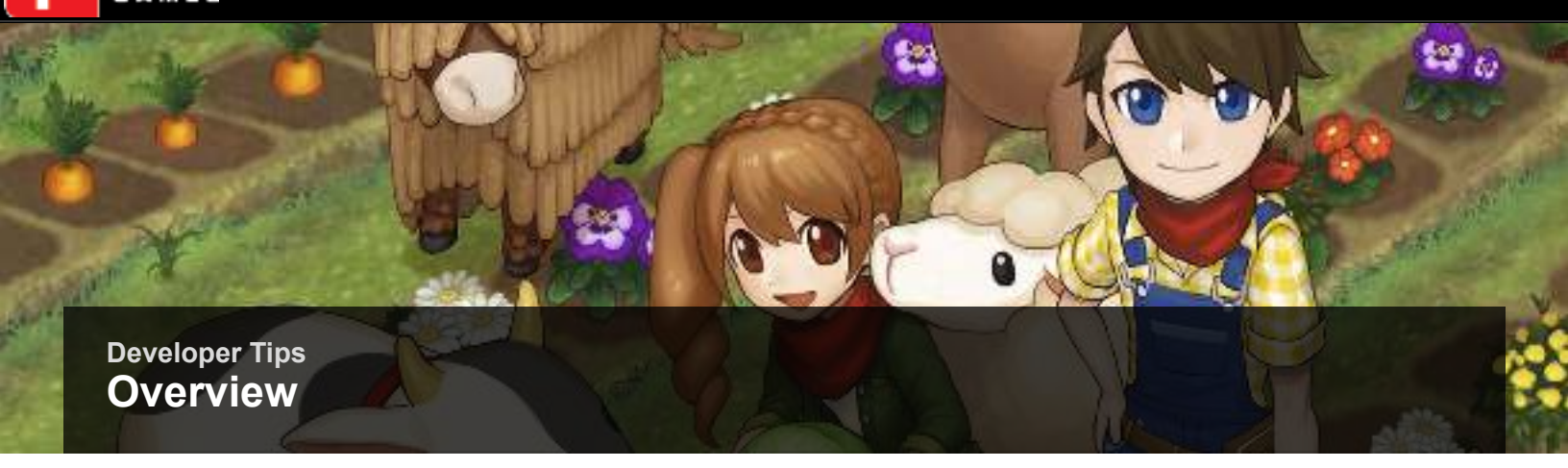
New Year's Festival

- Winter 30

New Year's Festival is the perfect time to spend with your spouse (though you're prompted to invite someone if unmarried). Unlike the other festivals, this one takes place at your house and starts quite a bit later. Go about your day with an eye toward staying awake until 9:00 p.m. You automatically return home for the New Year's Festival.



That night, you and your partner enjoy a nice meal at home and reflect on the year that was and your good fortune. It's not a long festival, but it's a pleasant, quiet end to your first year on the island. Congratulations! Rowan greets you in the morning, to encourage you to extend a New Year's greeting to the other villagers.



Developer Tips
Overview

When upgrading tools, which ones do you recommend focusing on first?

Taka: In my case, I always go for the Hoe so it will help me find the ladders in the mine.

Adam: Like Taka, I focus on the Hoe so I can find the ladders in the mine easier.

Tanaka: Upgrading the Hoe will be my priority. Mainly because various kinds of ores are required for repairing houses, and upgrading the Hoe will do a better job in finding the ladder to advance in the mine.

Sekine: Watering Can is my choice. Because watering crops is an everyday thing.

Nakata: Watering Can! I like growing crops and flowers, and only being able to water one at a time takes far too much time out of the day and is tough…

Suwa: The Watering Can, because not only does it water multiple squares, but it can also store more water so I don't have to constantly go back to refill it.

Ooshima: Hoe, because it really helps finding the ladder in the mine.

Suzuki: Watering Can is my choice because it really helps with all the watering.

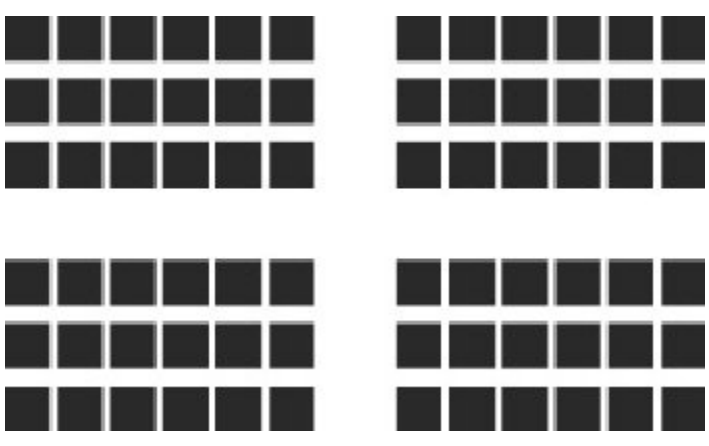
What is your preferred planting style? Rows, checkerboard, or a grid of nine?

Taka: I usually go with rows in the beginning, and as the farm starts to expand, I start to play around like playing Picross.

Adam: I start by planting two rows of three to save some cash early in the game. Once I start making a decent amount of money, I switch to a larger area, especially if I'm trying to grow mutations of something.

Tanaka: I tend to go 3x3, since that is the maximum amount that the player can sow and harvest at once.

Sekine: Four 3x6 (like below) is what I do. Each group will be a different crop. I call it the "England Flag Style"!



Nakata: 3x5, because this area can be watered by the highest upgraded Watering Can.

Suwa: 3x3. Simply because I have the habit of pushing and holding the Action Button.

Ooshima: 3x3—that is the most you can sow and harvest at once.

Suzuki: From the past titles' habits, I tend to do 3x3.

Are there any tricks to finding the ladders in the mine?

Taka: Nope. I tried many different ways, but I can't really seem to find any tricks… If I'm lucky, I find it quickly, but if not, I tend to end up digging all around…

Adam: For me, upgrading my Hoe as fast as possible seems to be the best option. You can till a wider area using less Stamina, and you'll need it on the lower levels of the mine.

Tanaka: The position of the descending ladder is completely random; however, I can say that the ladder won't appear in the bottom row touching the wall.

Sekine: Go to the farthest square from the ladder, and each time you hoe the ground, think, "Ladder!" and hope strongly in your heart. I know it's not a trick, but this is what I usually do and it tends to work…sometimes. (laugh)

Nakata: I follow Tanaka-san's advice!

Suwa: Listen to your heart…and be sure to have enough Bread, so you won't pass out in the middle of mining.

Ooshima: Not really a trick, but have enough food and be careful not to run out of Stamina.

Suzuki: Not a trick, but I usually start with the ground that is not next to the wall or ore stones.

Any tricks for winning the Fishing Festival? Cooking Festival?

Taka: For the Cooking Festival, I usually try to cook a food that requires higher-quality ingredients. For fishing, definitely upgrade the rod and use bait to lure the fish.

Adam: For the Fishing Festival, using high-quality bait and an upgraded Fishing Rod is key. For the Cooking Festival, try cooking something using the highest-grade crops, Milk, Butter, etc., as possible, as that will give you a better chance at winning.

Tanaka: For the Fishing Festival, use good bait and fish at the beach pier—that is what I always do. In regards to the Cooking Festival, this is not really a trick, but the best thing to do is to take good care of your cows and chickens. This is because the "Legendary" foods require high-quality Milk and Eggs, which in turn score twice more than the normal foods. Also, by using Brown Cow Milk and Brown Chicken Eggs, you will score 1.5 times more than using normal Milk and Eggs. You'll be able to purchase Brown Cow and Brown Chicken from Sofia's shop once the lighthouse has been restored.

Sekine: Fishing Festival: Aim for big fish at the beach! Cooking Festival: Use the best-quality ingredients.

Nakata: Fishing Festival: I try to aim for big Tuna! Cooking Festival: I try to gather many rare ingredients before the festival.

Suwa: Fishing Contest: Be calm…relax…and wait for the fish to come to you. Cooking Contest: Gather rare Ingredients!

Ooshima: Fishing Contest: Upgrading the Fishing Rod and preparing rare baits will be key. Cooking Contest: Since the score gets higher each time the food is cooked, I usually cook at least ten times before submitting it.

Suzuki: For the Fishing Contest, upgrade your Fishing Rod, and for the Cooking Contest, prepare as many ingredients as possible.

The lighthouse has been restored. What's the first thing you focus on next?

Taka: I believe looking for my spouse is what I did, and, at the same time, started expanding the farm.

Adam: Getting married! You've had your eye on that special someone the whole game. Why wait?

Tanaka: Getting married!

Sekine: Bring gifts to Melanie every day!

Nakata: Discovering all the mutation crops is what I focus on!

Suwa: I focus on expanding my farm.

Ooshima: Raise affection with everyone and trigger everyone's event before actually proposing.

Suzuki: Getting married!

Taka Maekawa (Producer/Director)

Adam Fitch (Localization Manger/Editor)

Kunimitsu Tanaka (Planning Director)

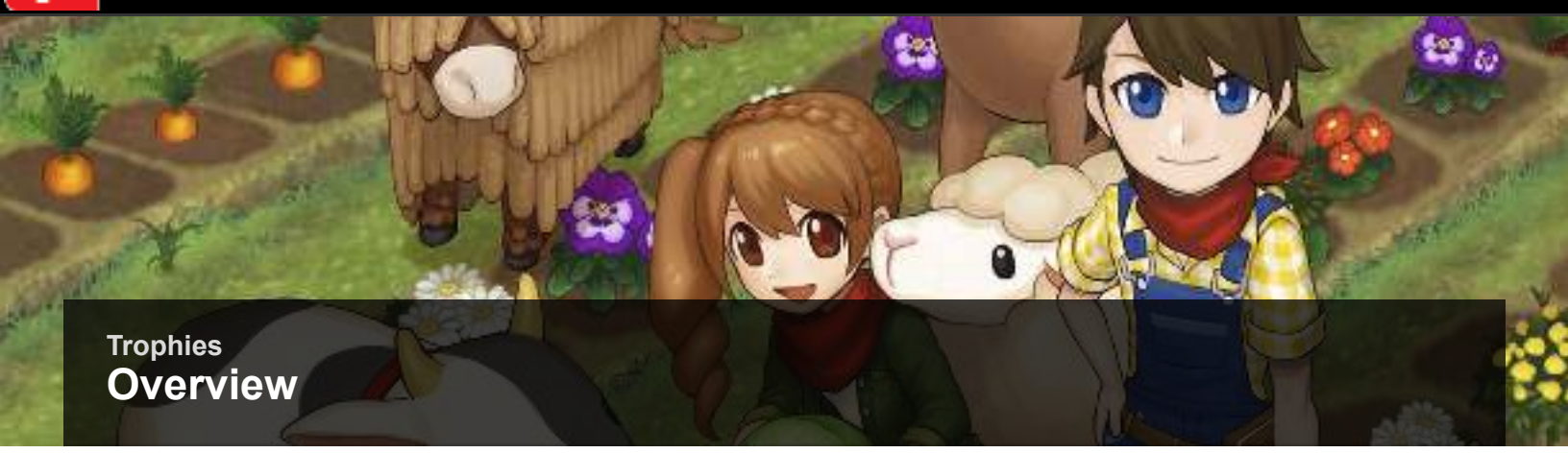
Yasunari Sekinie (Contributor)

Eri Nakata (UI Designer)

Takashi Suwa (Programmer)

Toshiya Ooshima (Planner)

Hidemichi Suzuki (Lead Programmer)

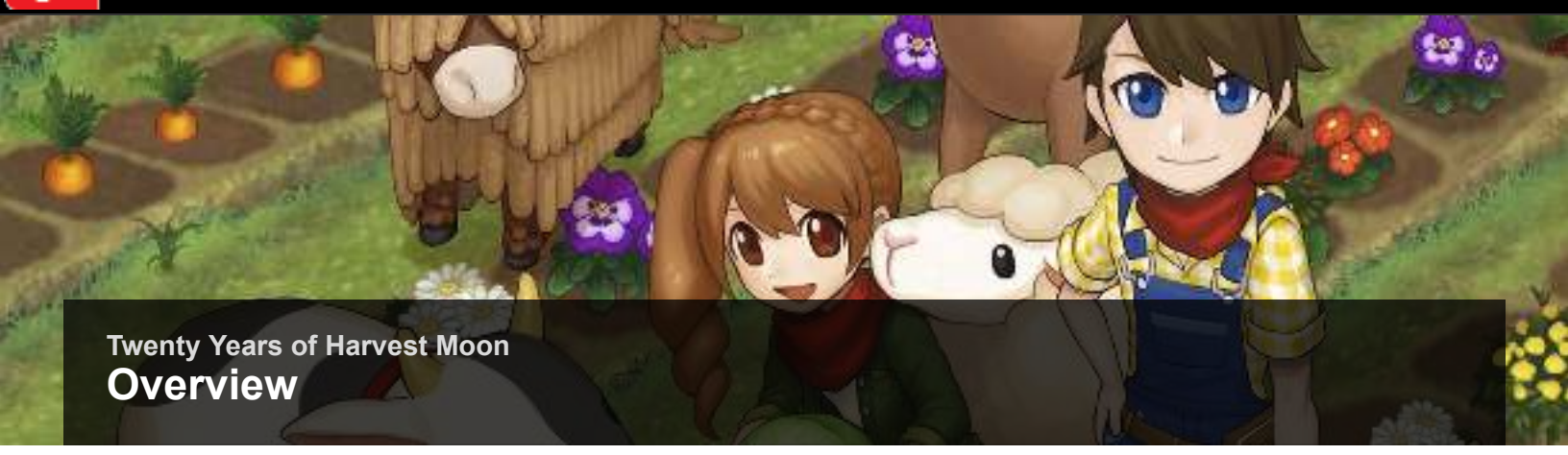


Trophies
Overview

The PS4 version of *Harvest Moon: Light of Hope Special Edition* includes twenty-eight Trophies, worth a total of 1050 points. These same Achievements are also featured in the PC release of the standard game on Steam.

Each of these bonus goals is self-explanatory and can be acquired by completing the main story goals of restoring the lighthouse and through diligent play. Consult the individual chapters for additional tips. Of the following bonuses, the trickiest of all are Crop Connoisseur and 5-Star Chef, which require a mastery of the crop-mutation system. Check out the **Farmer's Handbook** chapter for tips.

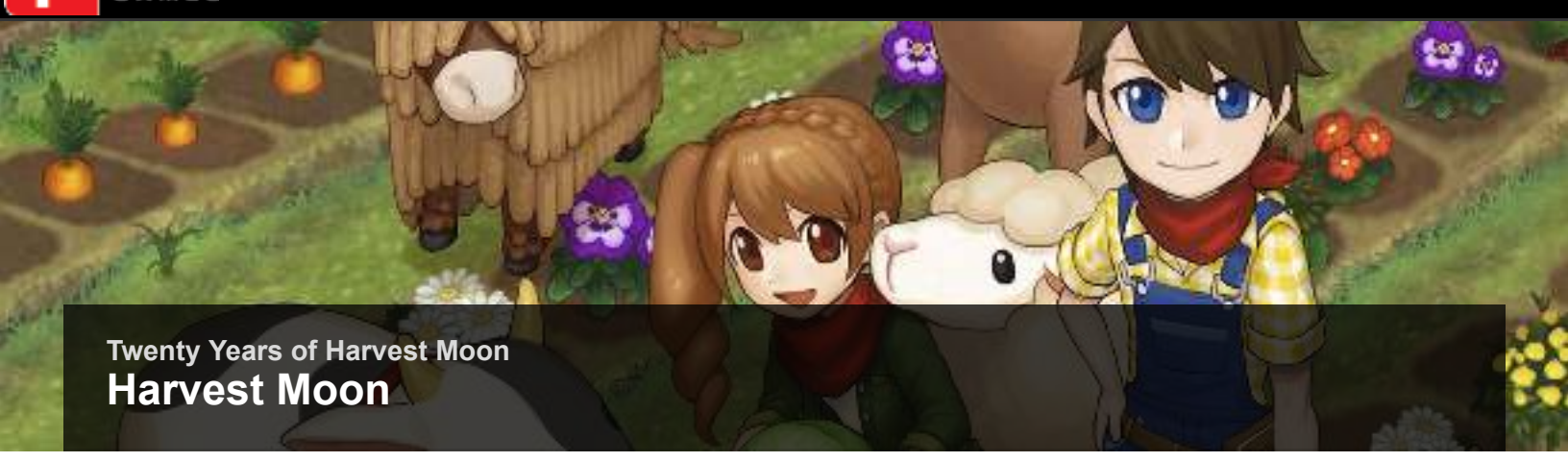
Trophy	Name	Description
Bronze	A New Friend	Become friends with someone.
Bronze	A Special Friend	Become closer to a friend.
Bronze	Someone by My Side	Become a good friend with someone.
Bronze	That Special Someone	Become more than friends with someone.
Bronze	Once in a Lifetime	Propose marriage to someone.
Bronze	Together Forever	Get married to someone.
Bronze	A Boisterous Voice	Have a child.
Silver	Help from Above	Using medicine, cure your child from Petrifaction.
Silver	The Future's So Bright	Have your child grow up.
Silver	Festival Fan	Win the Cooking Festival, Fishing Festival, and the Dog Race on Advanced.
Silver	Underground Ubermensch	Reach the bottom of the mine.
Bronze	Novice Farmer	Learn the basics of farming.
Silver	Light of Hope	Place the first Stone Tablet by the lighthouse.
Bronze	Novice Woodcutter	Get an Axe to cut down trees.
Bronze	Novice Angler	Get a Fishing Rod to catch fish.
Silver	The Light Grows	Place two Stone Tablets by the lighthouse.
Bronze	Minor Miner	Get a Hammer to break rocks and mine ore.
Silver	Light the Way	Place three Stone Tablets by the lighthouse.
Silver	Dum-Da-Da-DAA!	Make Strawberry Jam and revive the Harvest Goddess.
Silver	Light of the Wind	Place four Stone Tablets by the lighthouse.
Silver	Blinded by the Light	Place the last Stone Tablet by the lighthouse and revive the island.
Gold	Legendary Angler	Catch all fish.
Gold	Crop Connoisseur	Harvest all crops.
Gold	Flower Fanatic	Harvest all flowers.
Gold	Major Miner	Mine all gems and ore.
Gold	5-Star Chef	Cook all recipes.
Gold	Beacon of Light	Record all items in the Encyclopedia.
Platinum	Harvest Moon Master	Unlock all Achievements.



Twenty Years of Harvest Moon

Overview

Few franchises have stood the test of time as well as *Harvest Moon*. With forty entries in the series, multiple spin-offs, puzzle games, and appearances on nearly every gaming platform created in the past two decades, few brands can boast the success achieved by *Harvest Moon*. *Enjoy the following look back at the series' history as we celebrate the many stories, lands, and characters met along the way. Whether you're new to the series or have been shipping crops since the beginning, we hope this tour through the archives raises your Affection Points for a truly special video game franchise.*



Twenty Years of Harvest Moon

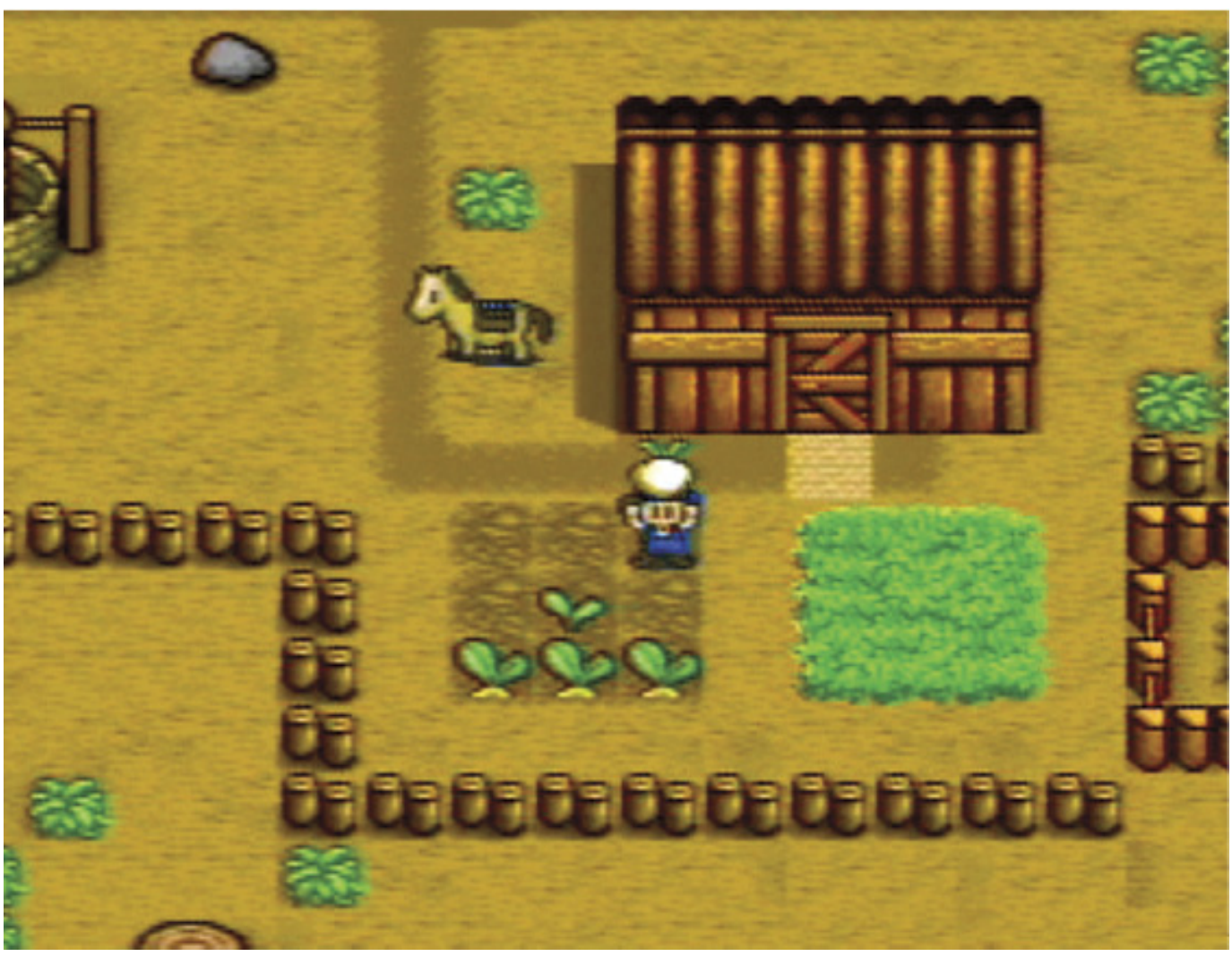
Harvest Moon

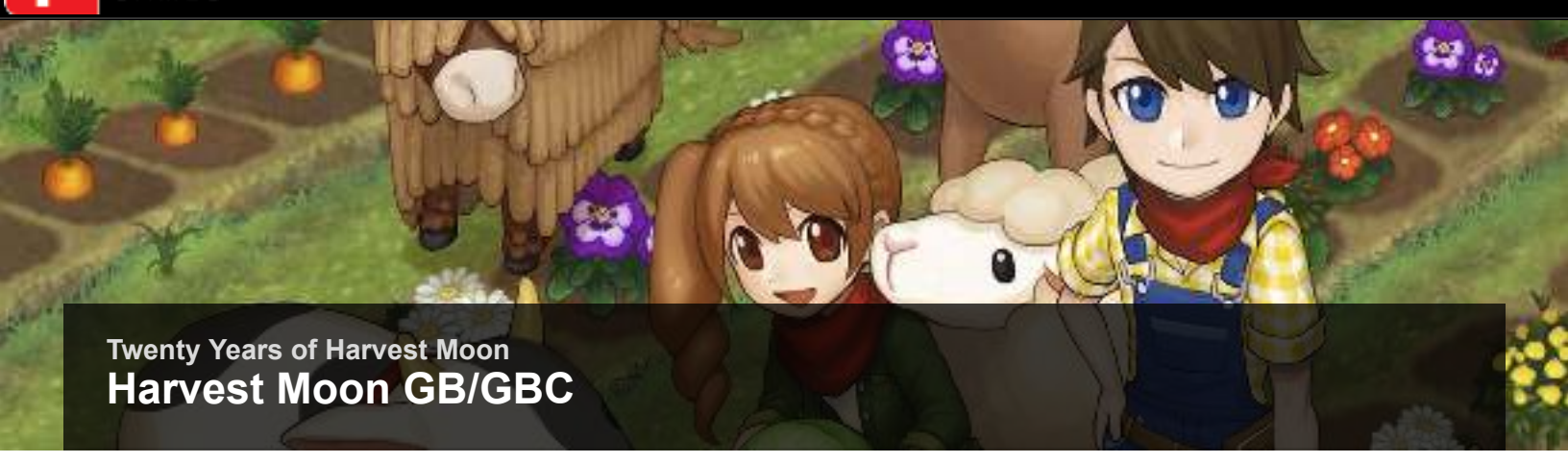
Release Dates

Platform	North America	Europe
SNES	June 17, 1997	January 1998

The very first installment in this long-running franchise released 20 years ago on the Super Nintendo Entertainment System (SNES). Unlike anything that preceded it, *Harvest Moon* introduced the concept of a friendly, combat-free, farming simulation to the world of video games. As a young farmer, the player inherited their grandfather's unmaintained farm and was given two and a half years to restore it to its former glory.

The original *Harvest Moon* may seem limited by today's standards—there were only four available crops—but the game contained a robust scoring system that evaluated the player in a host of disciplines including happiness, friendships, crops shipped, animals raised, and their devotion to the family.



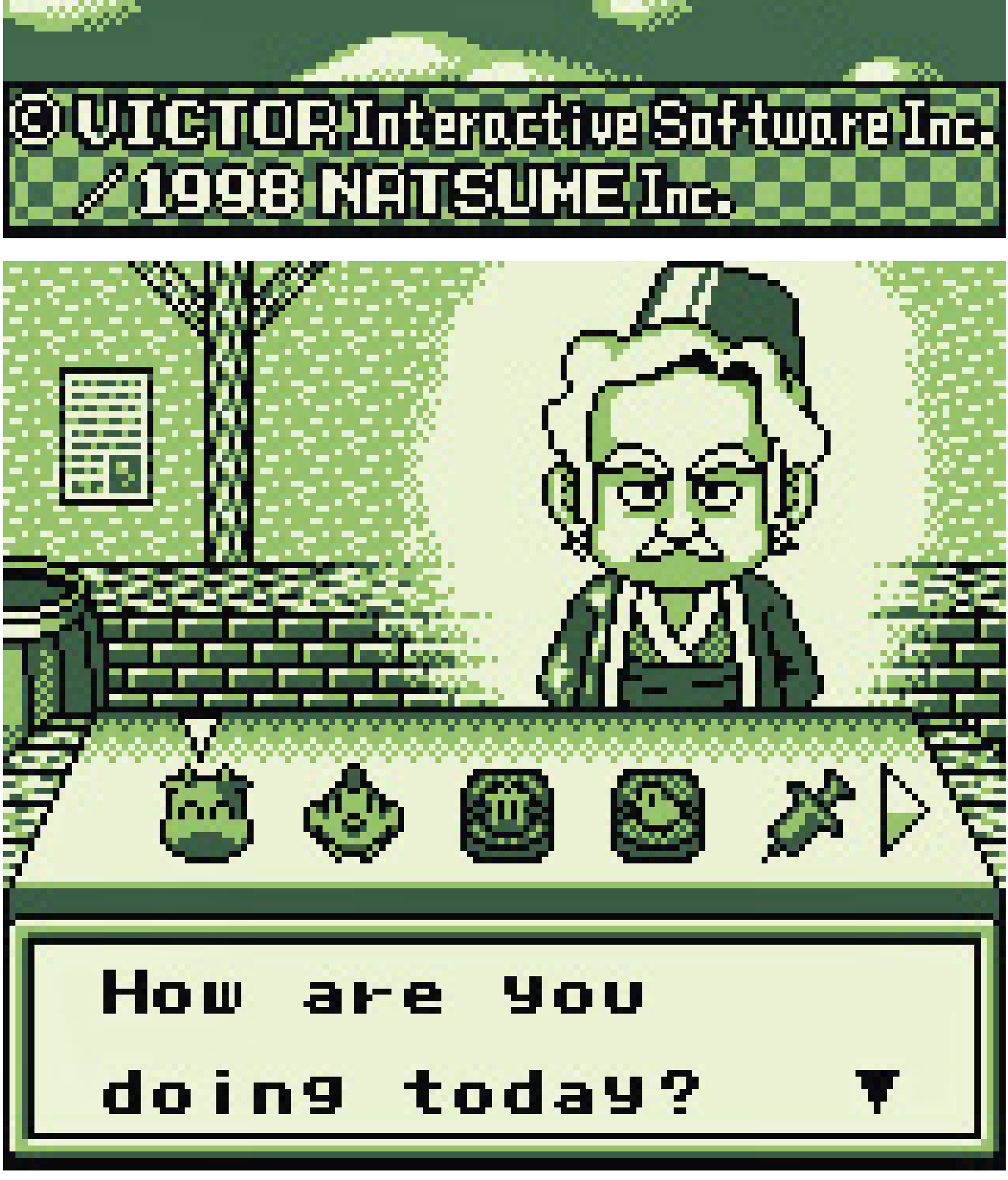


Twenty Years of Harvest Moon

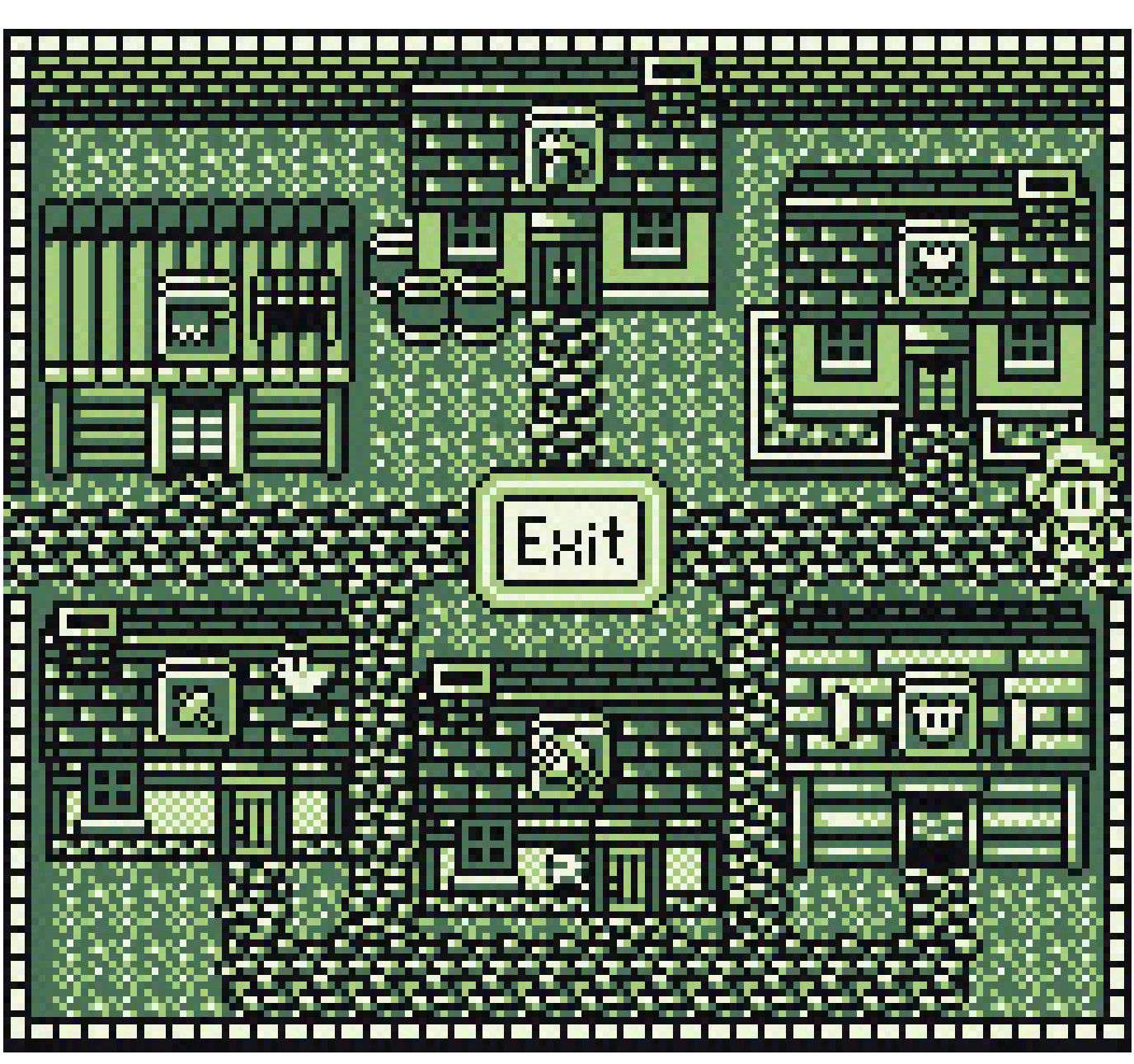
Harvest Moon GB/GBC

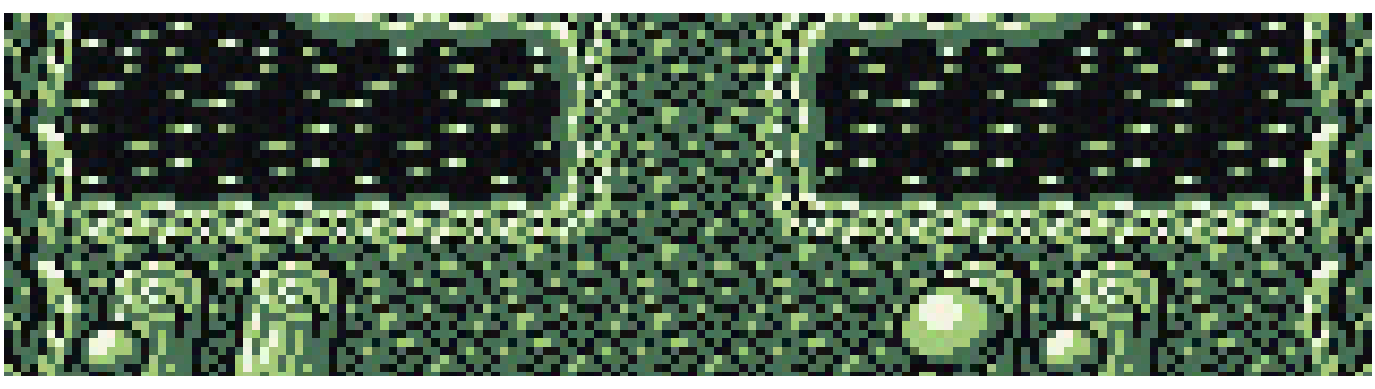
Release Dates

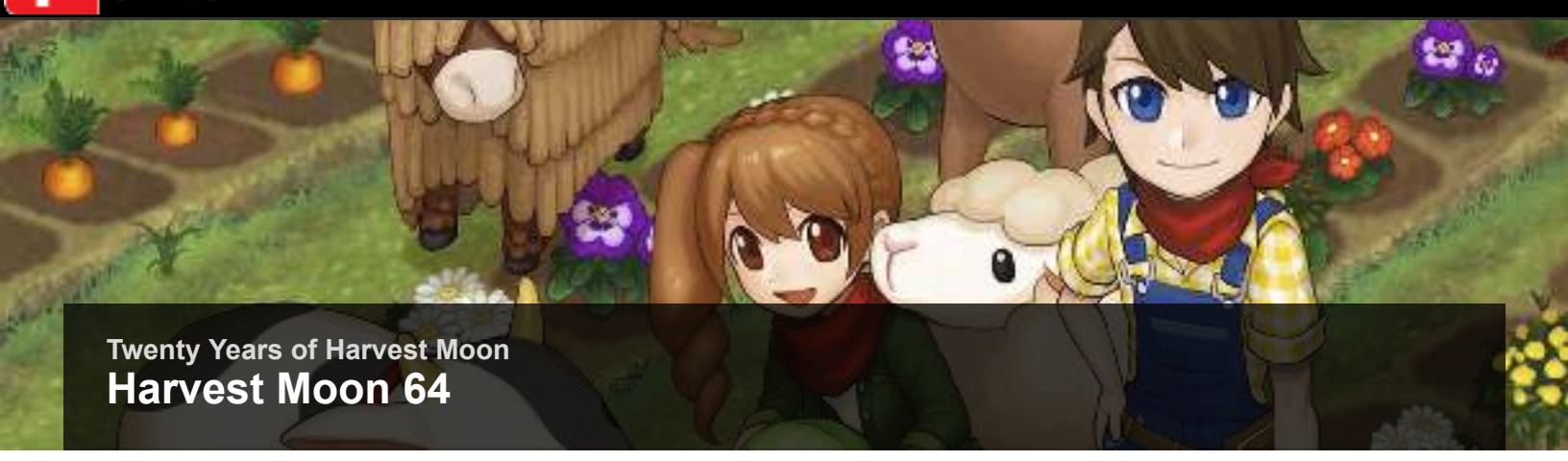
Platform	North America	Europe
GB	August 25, 1998	—
GBC	November 16, 1999	January 2000



Released a year after the original, the first portable entry in the series launched in monochrome on the Game Boy (GB) and then, a year later, with enhanced graphics, on the Game Boy Color (GBC). *Harvest Moon GB/GBC* contained the same basic premise of the original, but this time around the player's ability to restore the farm was assessed annually, with an expanded farm and special tools being awarded each year.







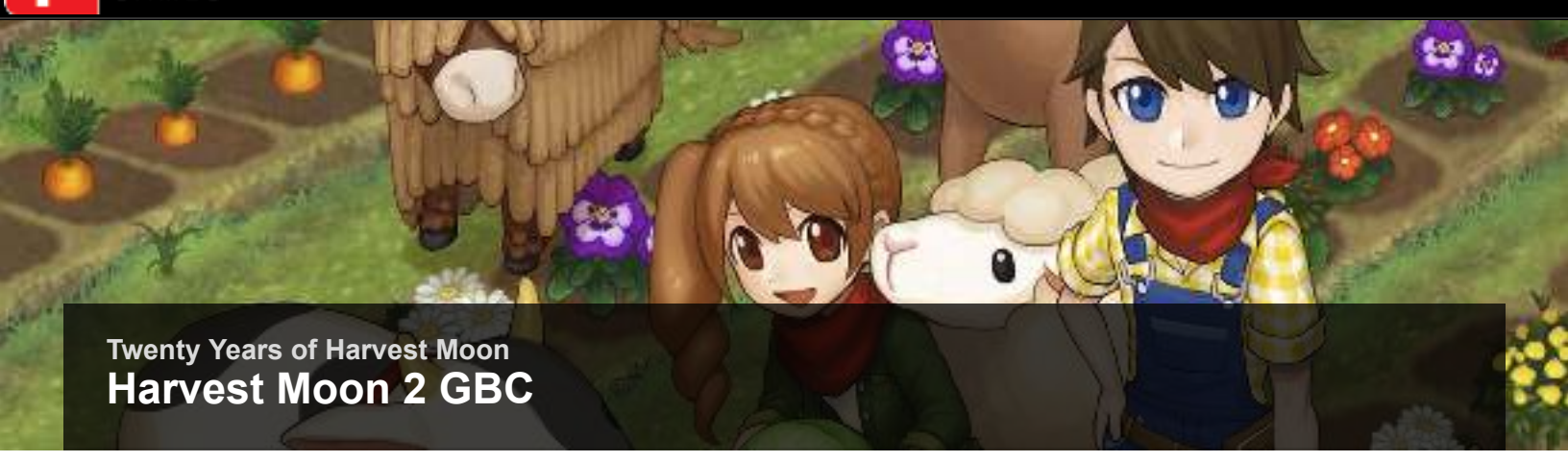
Twenty Years of Harvest Moon

Harvest Moon 64

Release Dates

Platform	North America	Europe
N64	December 21, 1999	—

The franchise made a major leap forward with the release of the Nintendo 64 console. Though returning players found much in common with the prior two games in the series, particularly the premise, there were numerous additions awaiting them in Flower Bud Village. One of the biggest shifts was the speed at which time passed. Many fans consider *Harvest Moon 64* to be among the most challenging in the franchise's storied past.



Twenty Years of Harvest Moon

Harvest Moon 2 GBC

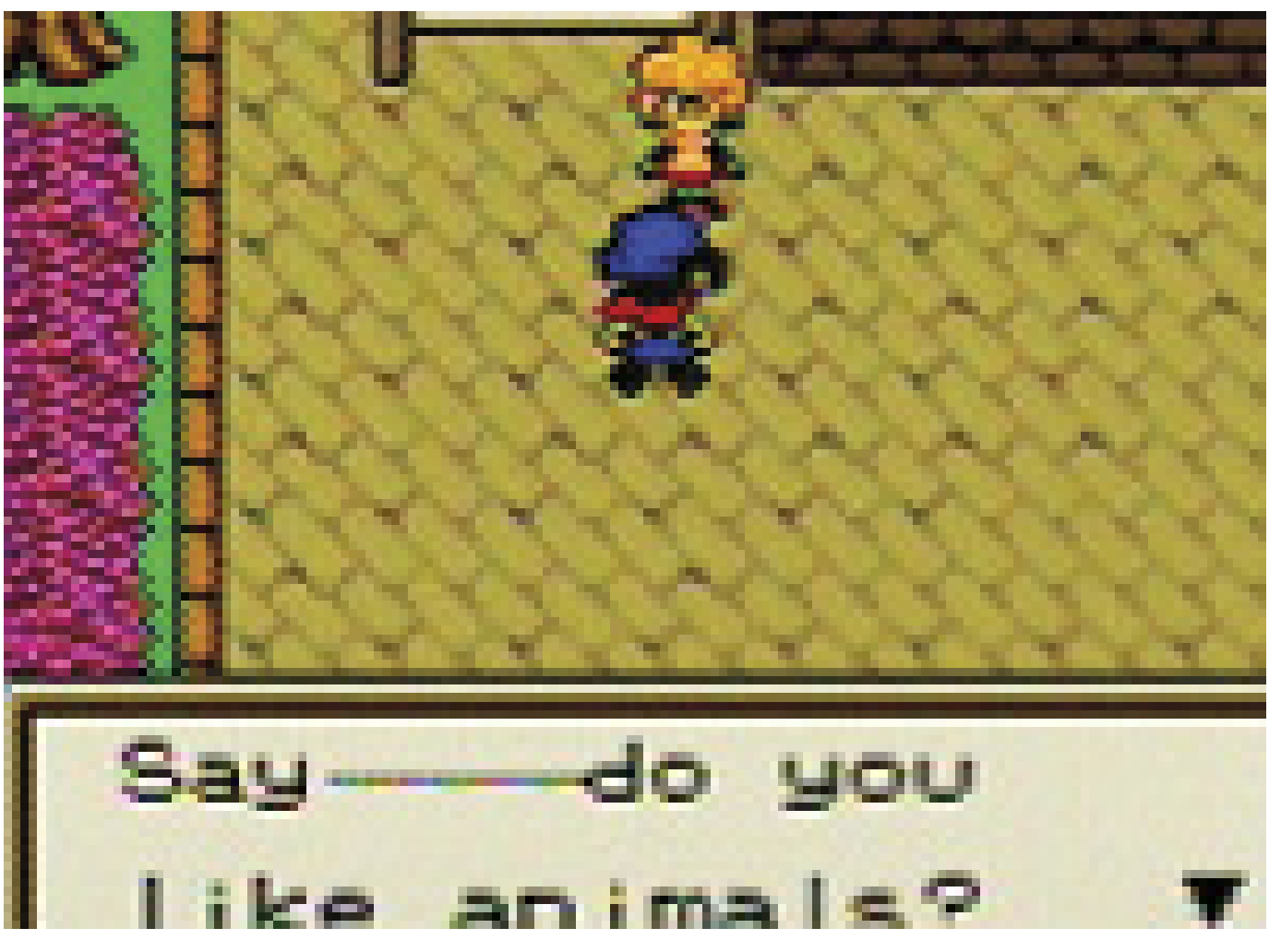
Release Dates

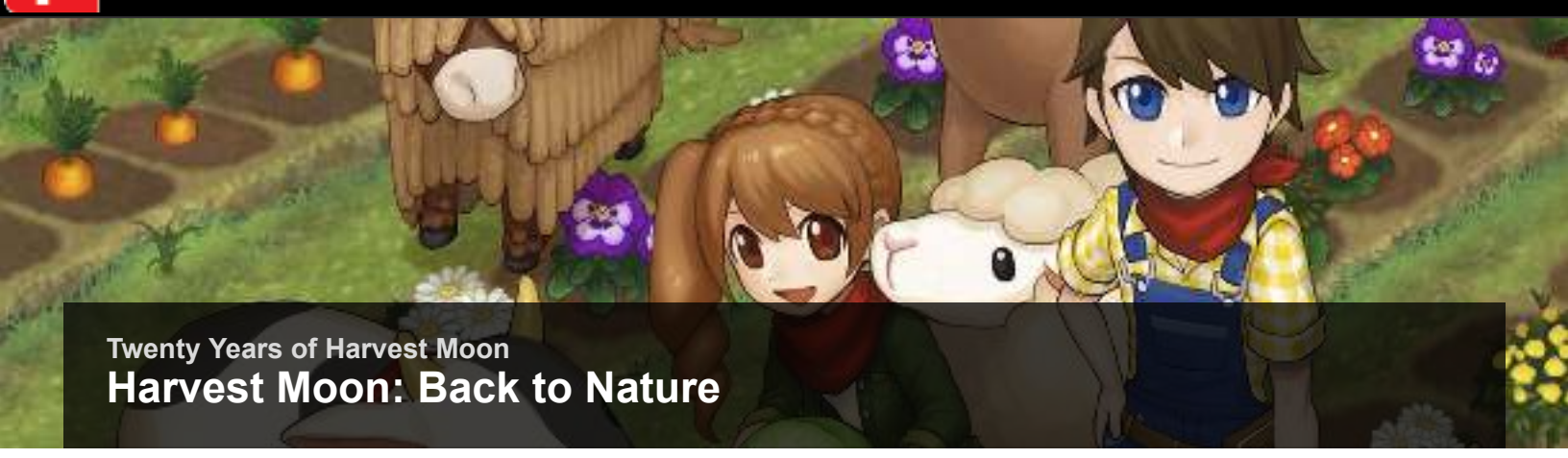
Platform	North America	Europe
GBC	November 7, 2000	March 2001

Harvest Moon 2 GBC was the first game in the series to shift the premise away from an inheritance situation. In this particular game, players took on the role of saving a town from development. An abandoned farm on the outskirts of town was to be turned into an amusement park unless the player could restore the farm to its former glory. The player has three years to accomplish the task.

Portable gaming wasn't quite as robust an experience at the turn of the century as it is now, and it was only natural that *Harvest Moon 2 GBC* lacked some of the features of its console brethren. Most notably, this installment did not include the ability to marry or start a family, nor did it feature the Harvest Sprites. But despite these minor subtractions, the game was a grand sequel that significantly expanded upon the original *Harvest Moon GBC*.

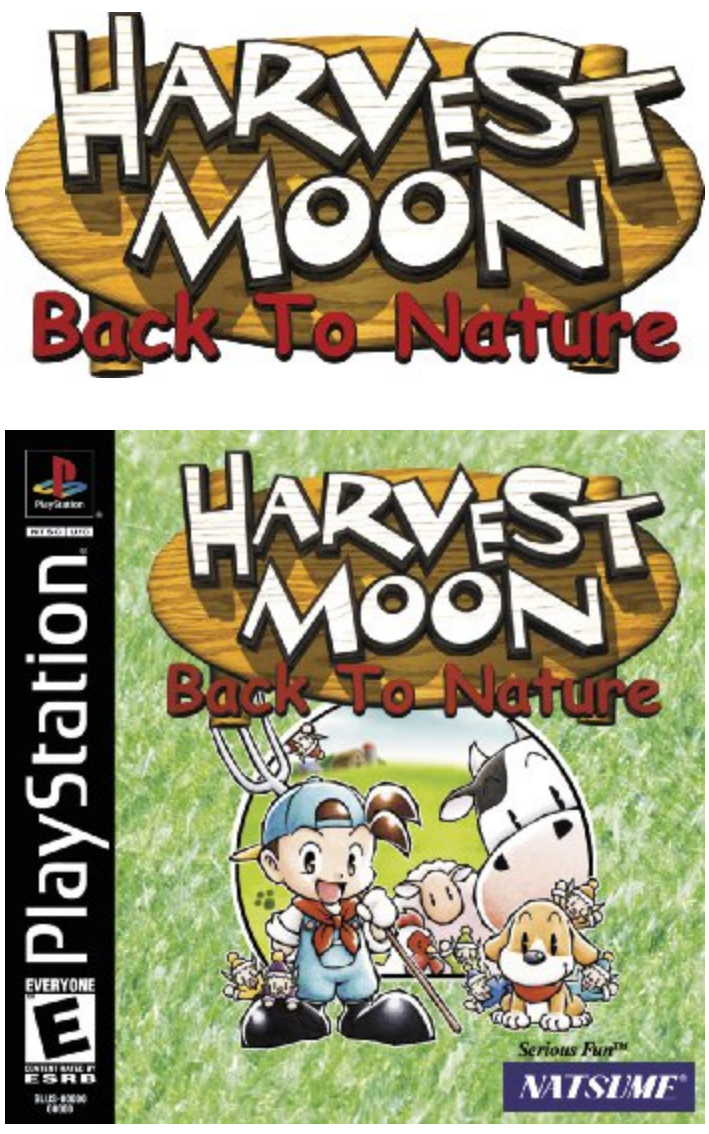
Naturally, if the farm was going to be developed into an amusement park, it must have been a pretty big farm. And it was! Not only was the farm larger than in the original portable installment, but players could now build larger barns (and animal pens) and a greenhouse too. An increased number of crops (including herbs and flowers) and tools combined with a robust fishing experience to keep players busy right up until the game's three-year deadline.





Twenty Years of Harvest Moon

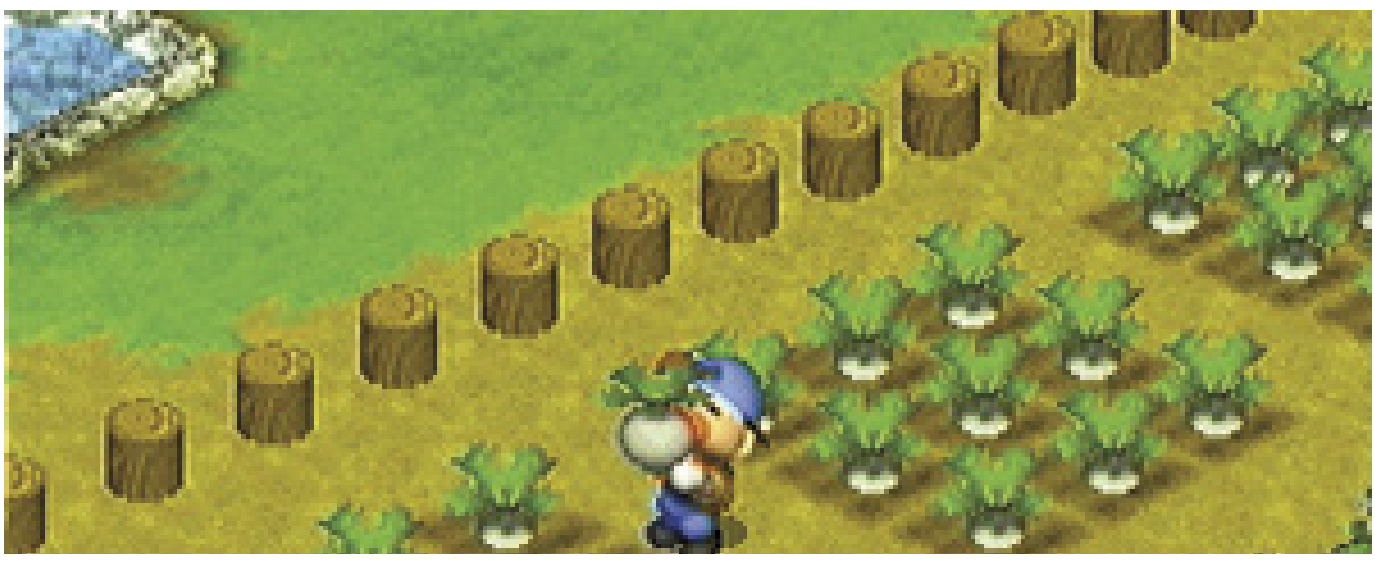
Harvest Moon: Back to Nature

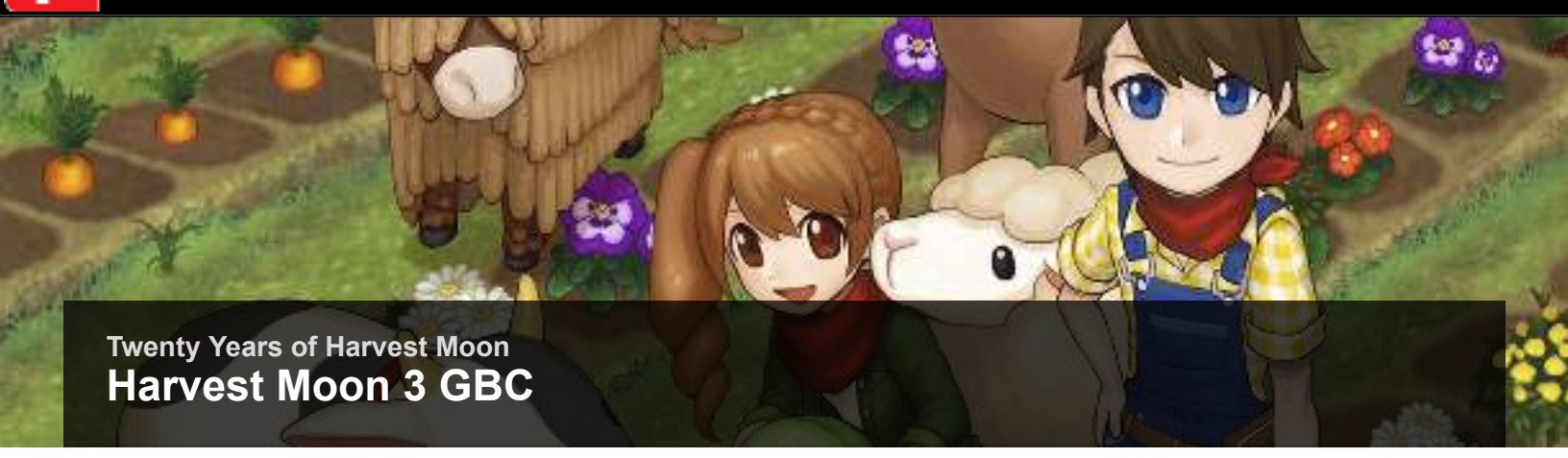


Release Dates

Platform	North America	Europe
PS	November 21, 2000	January 2001

The first game in the series to appear on a non-Nintendo console, *Harvest Moon: Back to Nature*, would go on to be released in several iterations over the ensuing years. A version of this game featuring a female character was released (PSP) and though the gameplay was identical, the story premise involved washing ashore and being rescued by a mysterious character—a premise that will sound familiar to those who play *Harvest Moon: Light of Hope*.





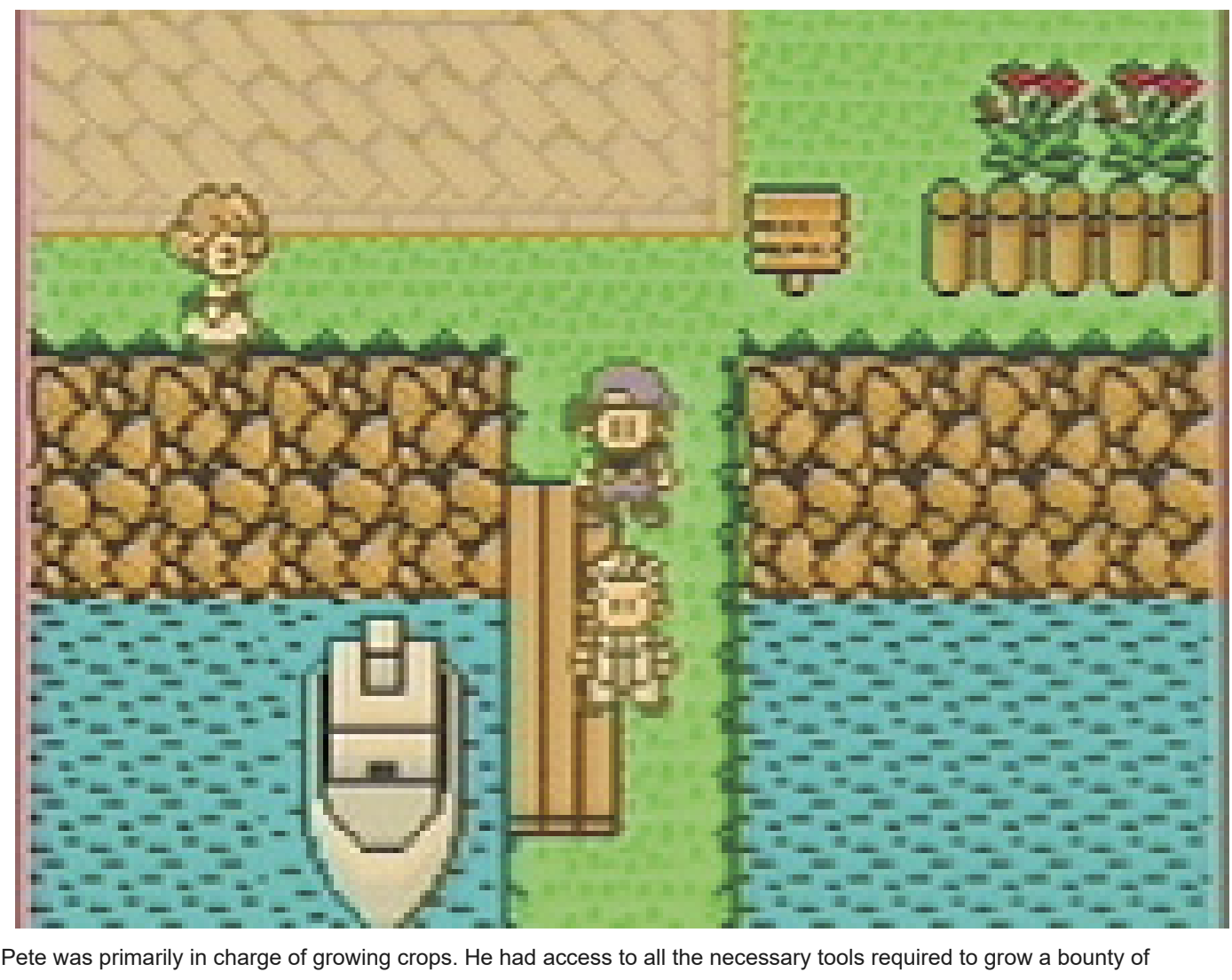
Twenty Years of Harvest Moon

Harvest Moon 3 GBC

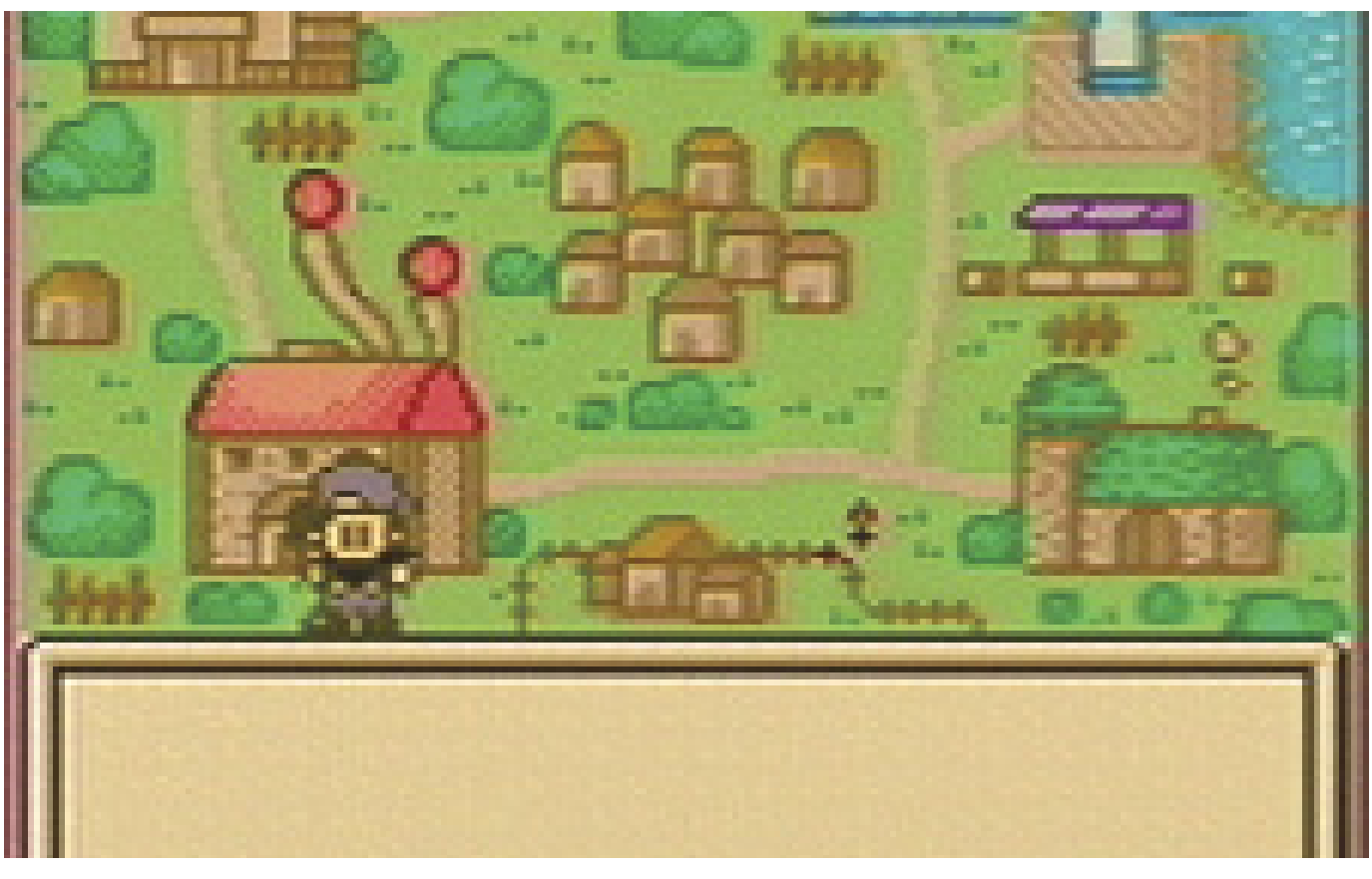
Release Dates

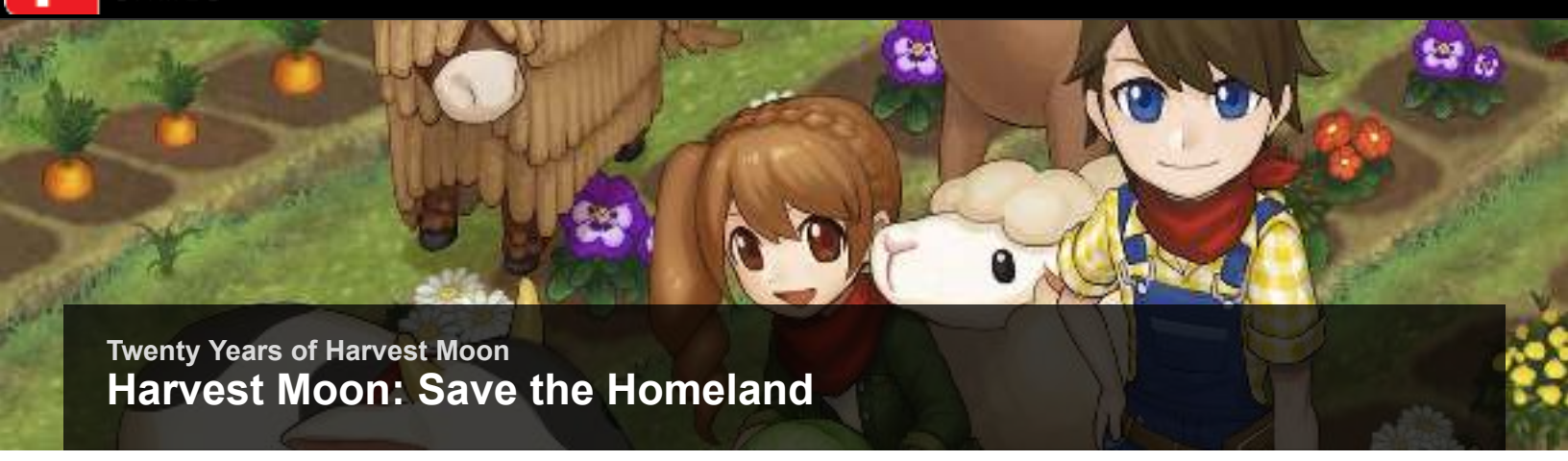
Platform	North America	Europe
GBC	November 13, 2001	—

The final game in the series to release on the GameBoy Color handheld system was also one of its most unique. *Harvest Moon 3 GBC* didn't just give players the choice of playing as a boy (Pete) or girl (Sara), but contained different plotlines based on that decision. Those playing as Pete effectively picked up where *Harvest Moon 2 GBC* left off, in Flower Bud Village, and were asked to travel to a nearby island, to assist a farm girl. Those who played as Sara inherited an island farm and were sent a boy—Pete—to help.



Pete was primarily in charge of growing crops. He had access to all the necessary tools required to grow a bounty of vegetables, but he lacked the tools to raise animals. Sara, on the other hand, had access to a Brush and Milker and could care for animals and gather the animal products they produced. The differences didn't end there! Though Pete and Sara inevitably befriended one another, doing so was more important for Pete, as the only way to gather Wool and Milk to sell at the market was by teaching his female partner how to make items like Butter and Cheese. Fortunately, books in town had the necessary items. Sara, for her part, was able to purchase appliances that could turn raw materials into Butter and Yarn.





Twenty Years of Harvest Moon

Harvest Moon: Save the Homeland

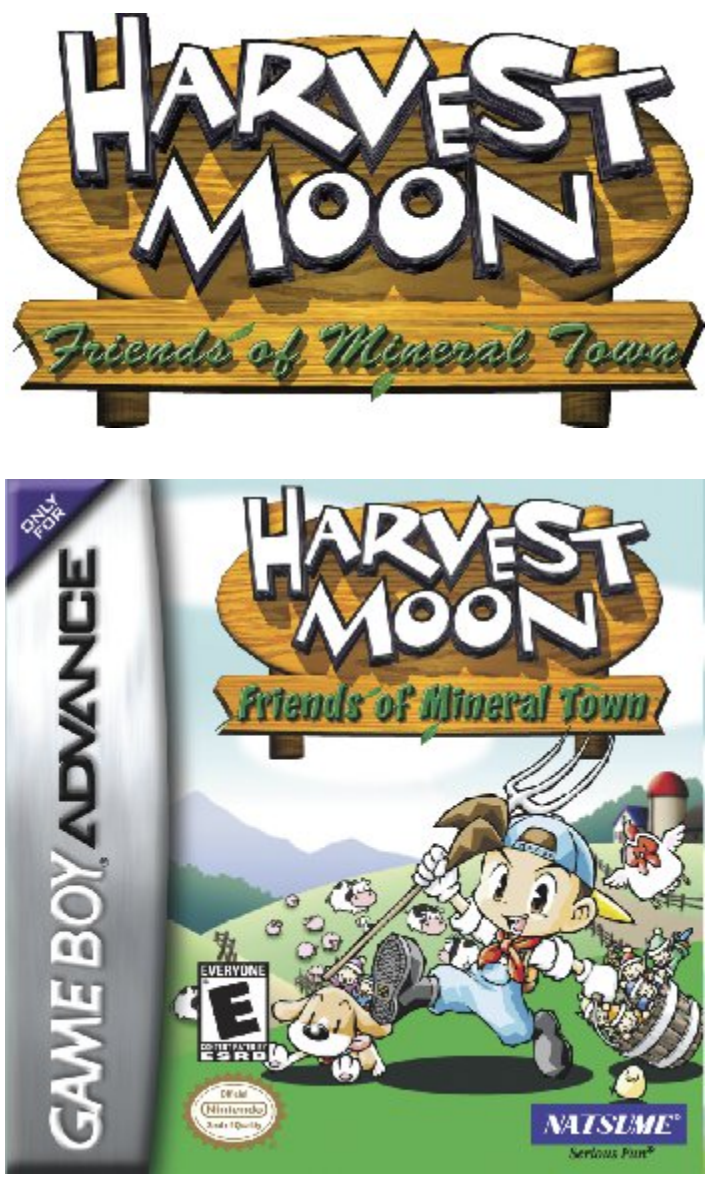
Release Dates

Platform	North America	Europe
PS2	November 20, 2001	—

Releasing just a week after *Harvest Moon 3 GBC* in North America, this was the first in the series to make its way to the PlayStation 2. Despite the familiar boy-inherits-farm premise, *Harvest Moon: Save the Homeland* featured a number of

Twenty Years of Harvest Moon

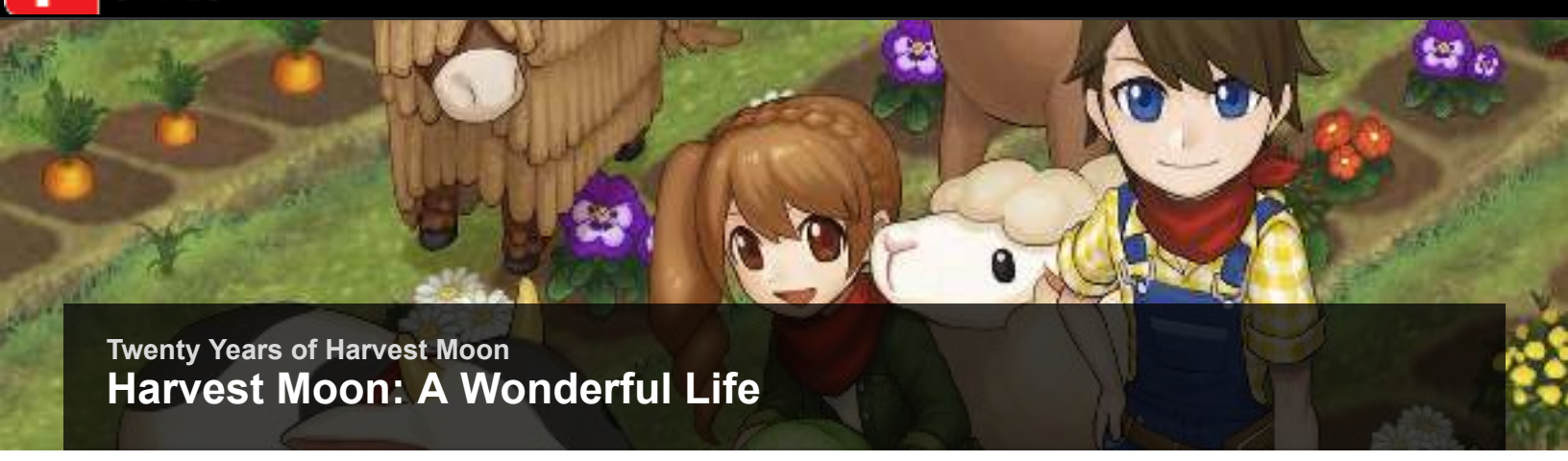
Harvest Moon: Friends of Mineral Town



Release Dates		
Platform	**North America**	**Europe**
GBA	November 11, 2003	March 2004

The first of two games to release on the GameBoy Advance, *Harvest Moon: Friends of Mineral Town* was effectively a remake of the PlayStation game, *Harvest Moon: Back to Nature*. But unlike other games that have been ported to a handheld system, this one grew by leaps and bounds! The size of the cartridge was the only thing small about it.

Though the game began with the player inheriting a farm, there was no evaluation or time limit. Instead, the farm was yours to work as long as you liked. And with a wealth of new additions to focus on, that was probably a good thing. *Harvest Moon: Friends of Mineral Town* contained vastly more cooking recipes, tool upgrades (including Cursed Tools), shippable items, and a mine that stretched 255 levels underground!



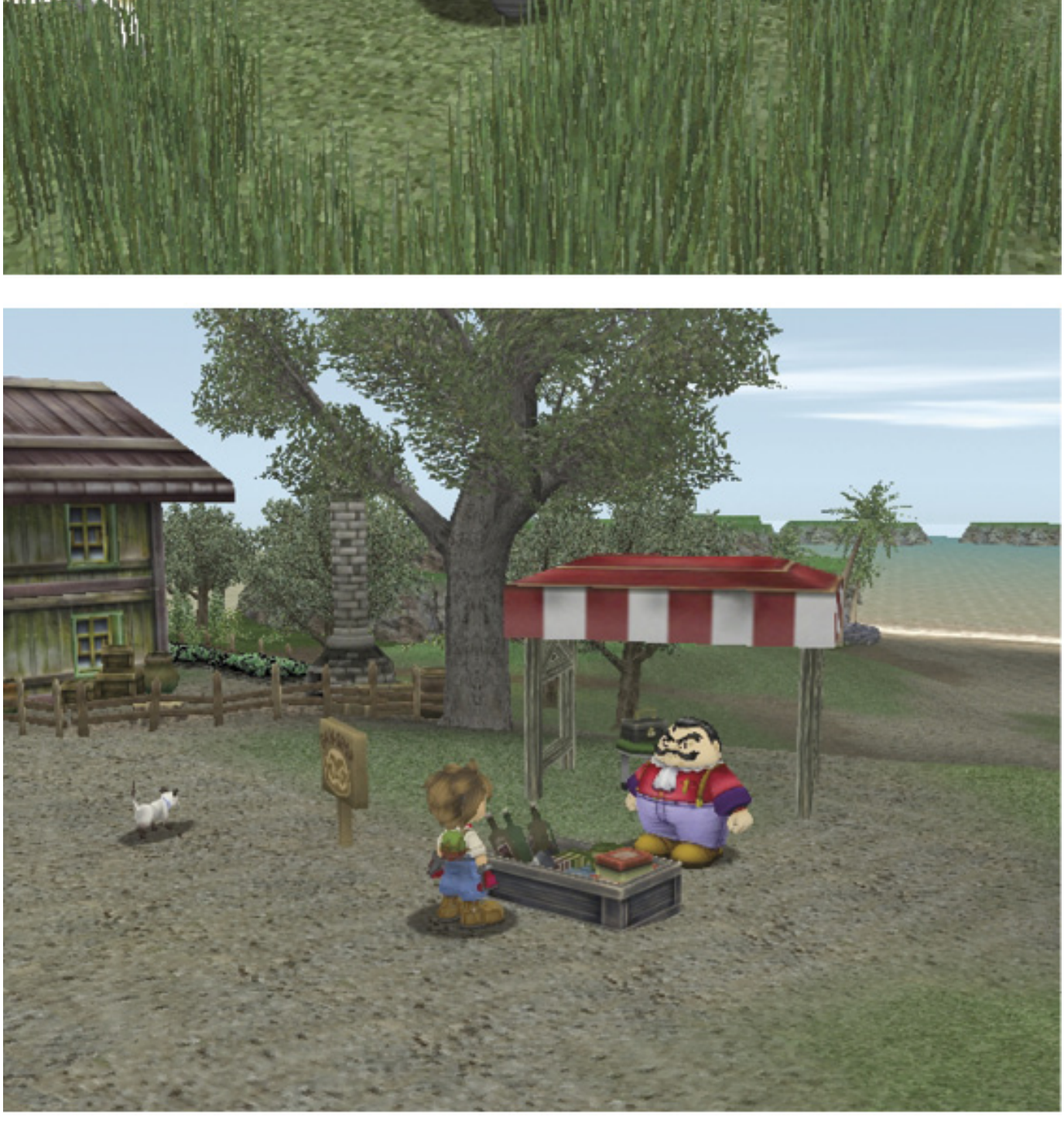
Twenty Years of Harvest Moon

Harvest Moon: A Wonderful Life

Release Dates

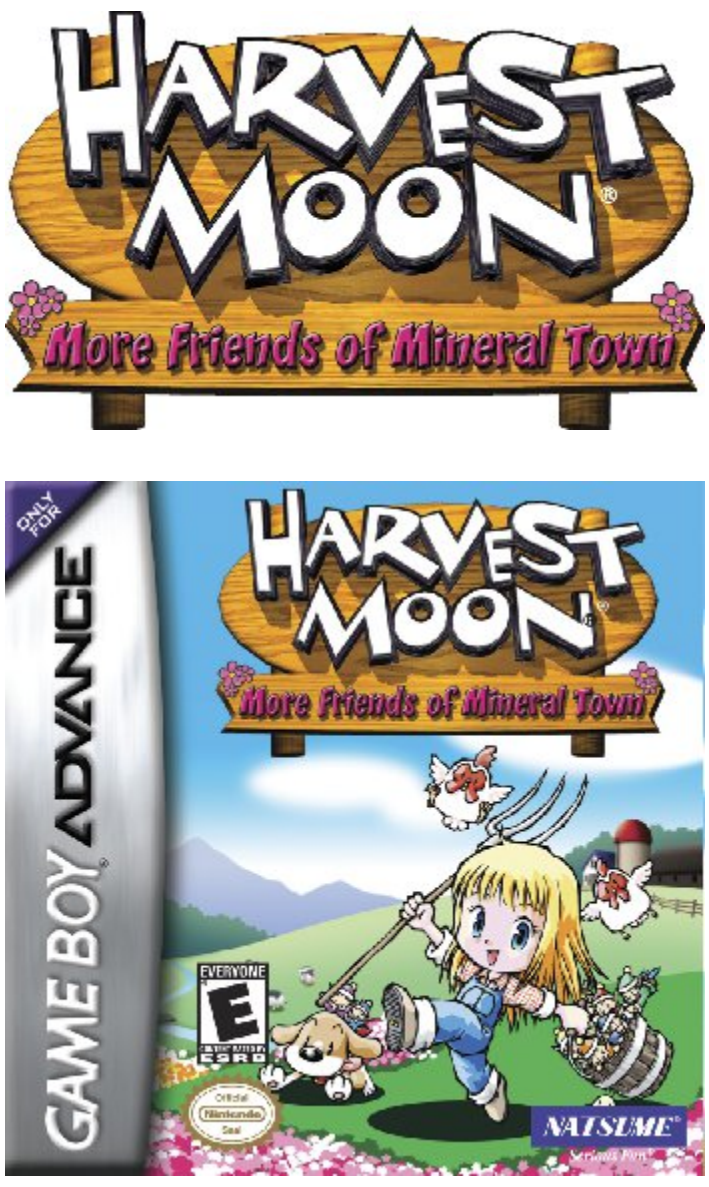
Platform	North America	Europe
GC	March 16, 2004	March 2004

The first game in the series to come to the GameCube. As hinted at by the game's title, the developers still had many tricks up their sleeves. *Harvest Moon: A Wonderful Life* not only took players to a whole new setting, but on a journey that would span decades.



Twenty Years of Harvest Moon

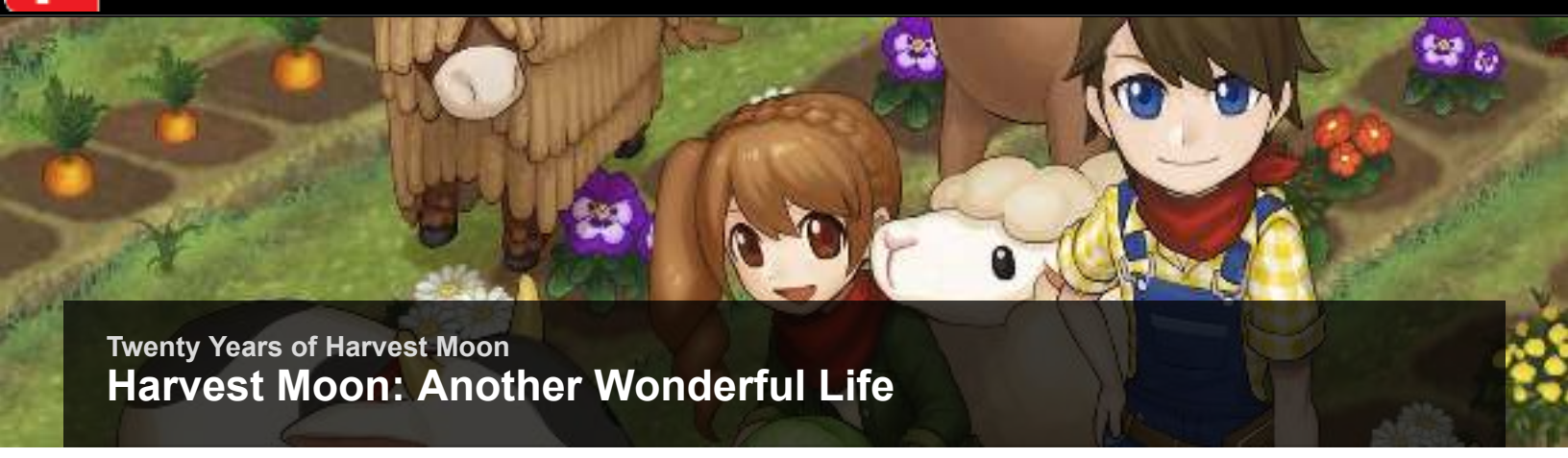
Harvest Moon: More Friends of Mineral Town



Release Dates

Platform	North America	Europe
GBA	July 26, 2005	—

As you may have guessed from the box art, *Harvest Moon: More Friends of Mineral Town* focuses around a female protagonist. Though much of the setting and gameplay remained largely unchanged from the original release eighteen months prior, the story was just one of several new features.



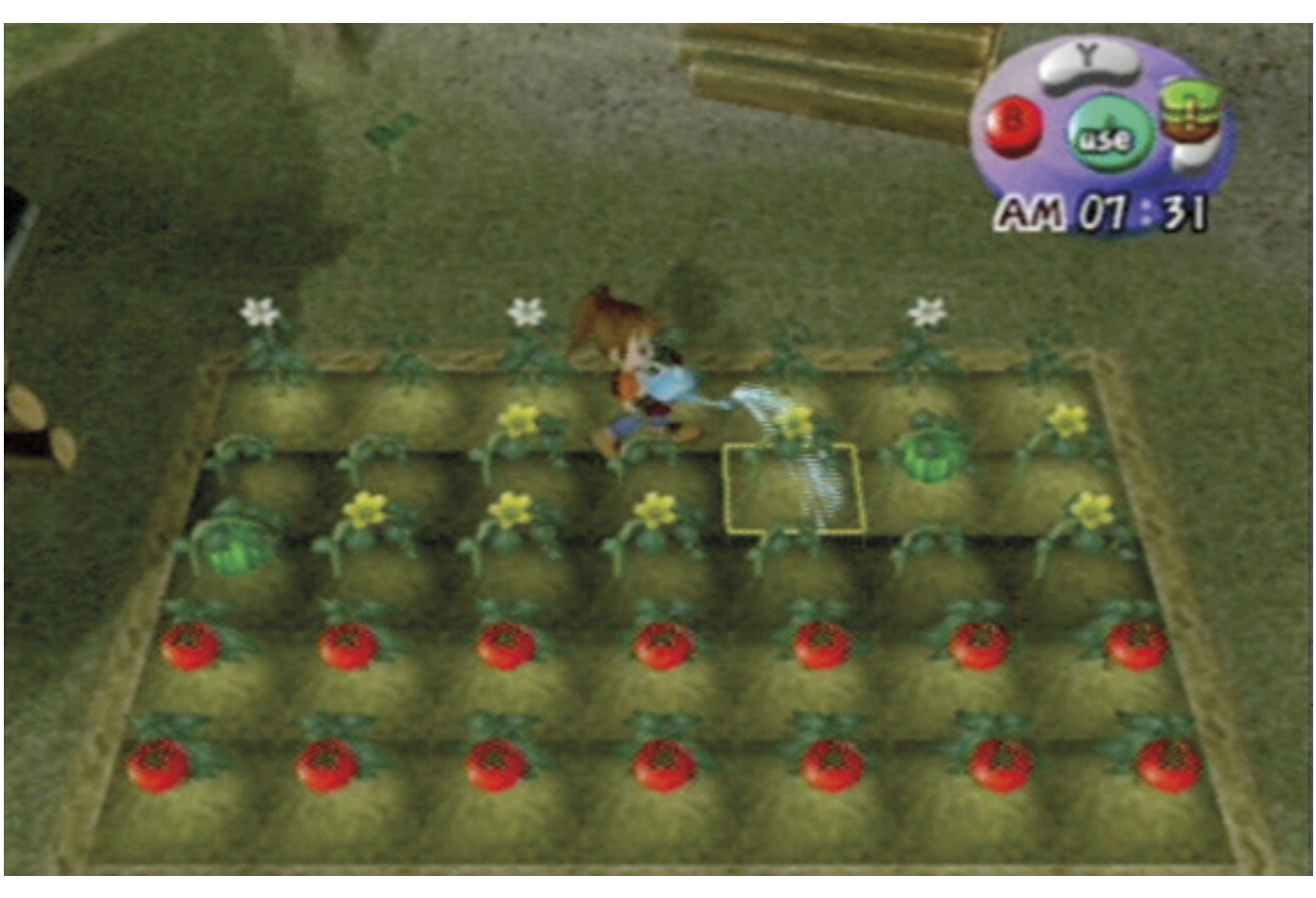
Twenty Years of Harvest Moon

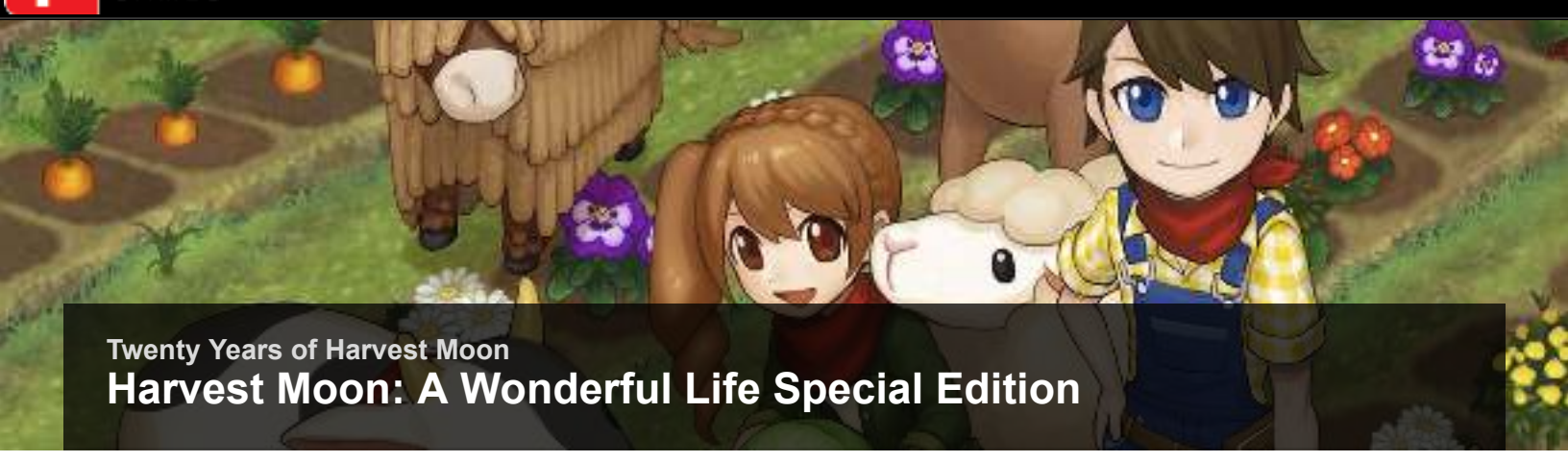
Harvest Moon: Another Wonderful Life

Release Dates

Platform	North America	Europe
GC	July 26, 2005	—

Releasing roughly a year after its GameCube predecessor, *Harvest Moon: Another Wonderful Life* returned players to Forget-Me-Not-Valley, this time as a girl. As with More Friends of Mineral Town, this installment featured a number of slight tweaks beyond the gender of the character.





Twenty Years of Harvest Moon

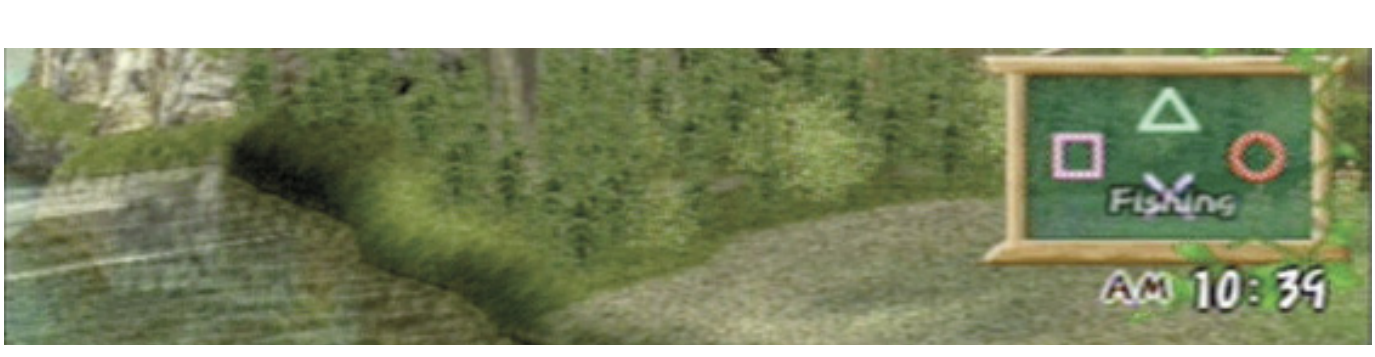
Harvest Moon: A Wonderful Life Special Edition

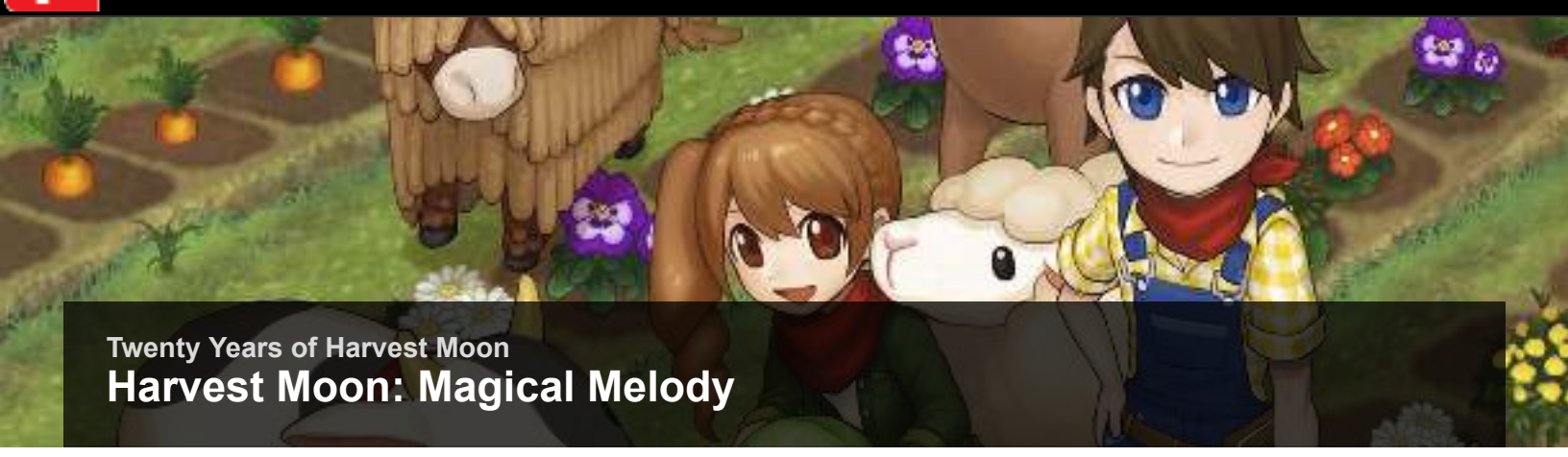
Release Dates

Platform	North America	Europe
PS2	October 27, 2005	November 2005

The popular GameCube installment came to the PlayStation 2 in 2005 in the form of a Special Edition. This edition added several new enhancements to the original version of *Harvest Moon: A Wonderful Life*, while borrowing the condensed chapters from the sequel.

The most significant change to the gameplay was the addition of a fourth bachelorette. Lumina, a character originally intended for your son to potentially fall in love with in the original game, became old enough to pursue for marriage. In addition to being able to marry Lumina, it was also now possible to have a daughter instead of a son, though this required asking Mr. Potts to grant you a wish 100 times during Chapter 1.





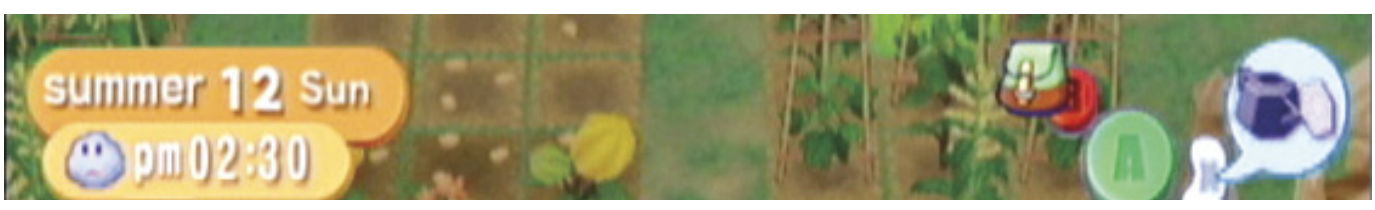
Twenty Years of Harvest Moon

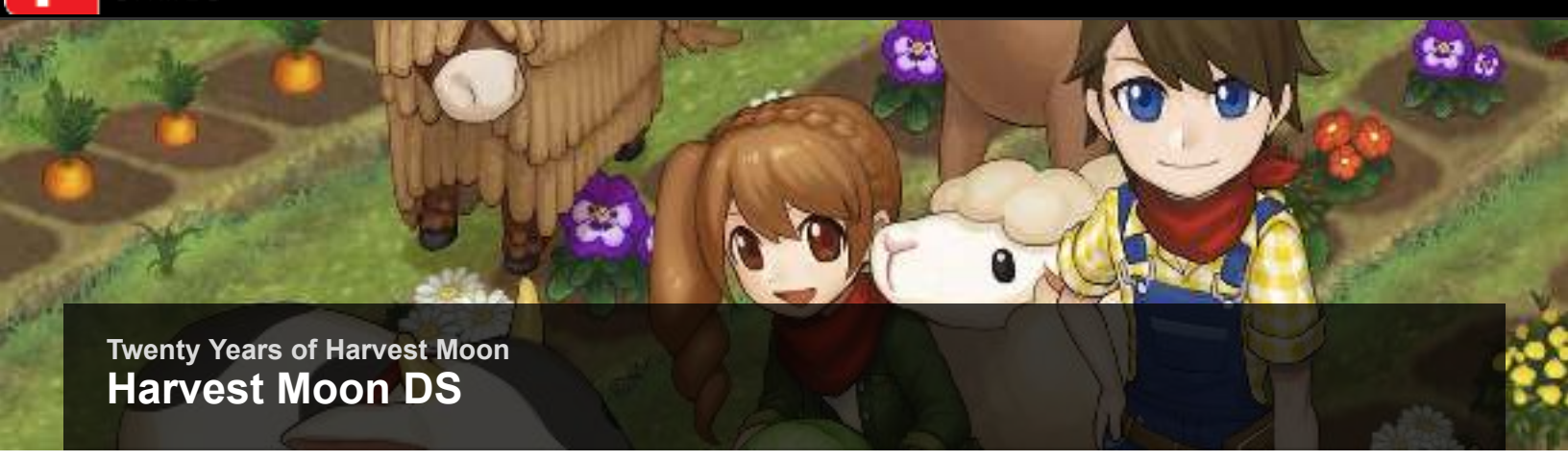
Harvest Moon: Magical Melody

Release Dates

Platform	North America	Europe
GC	March 28, 2006	—
Wii	August 25, 2009	March 14, 2008

Harvest Moon: Magical Melody released in North America after receiving several enhancements from its Japan release. Though the GameCube release was canceled for PAL markets, it eventually came to Europe and beyond on the Nintendo Wii, two years later. However, the Wii version of the game didn't allow for the selection of a female character.





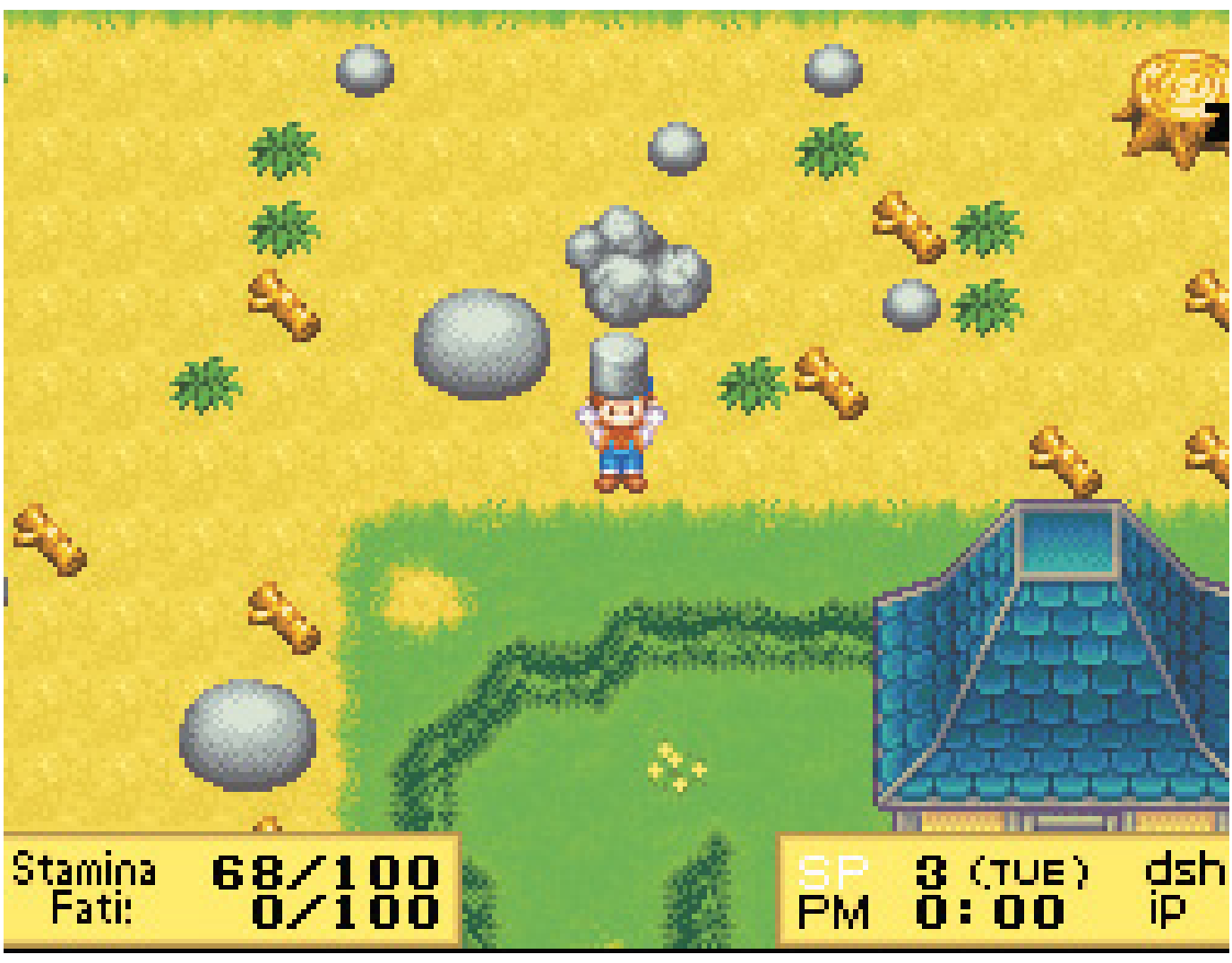
Twenty Years of Harvest Moon

Harvest Moon DS

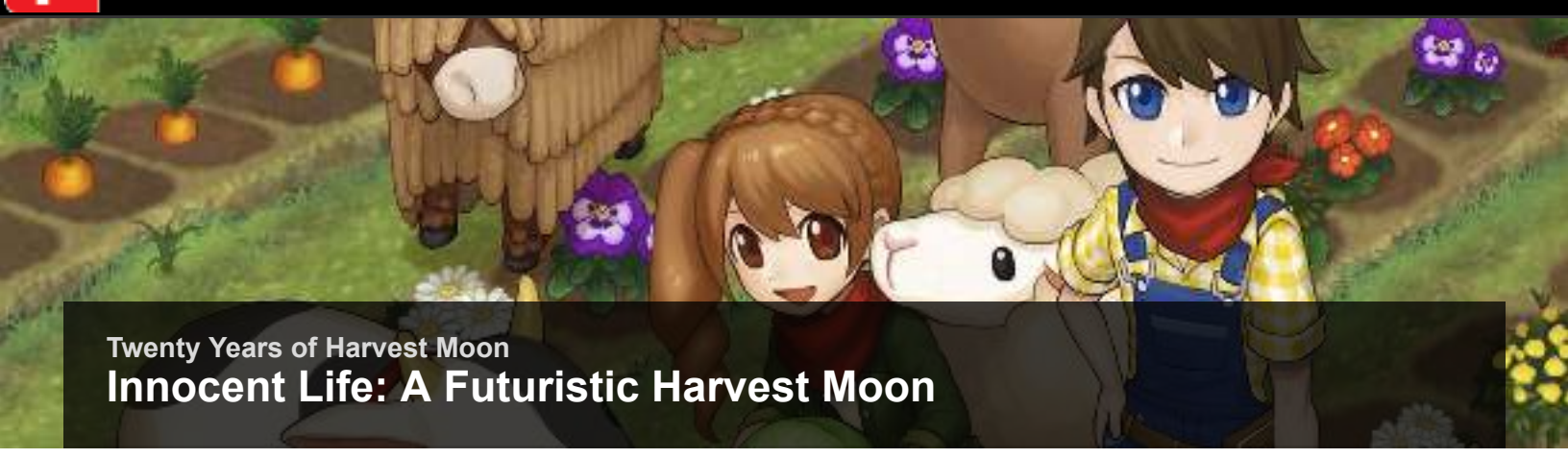
Release Dates

Platform	North America	Europe
DS	September 12, 2006	April 2007

Harvest Moon DS was the first game in the series to come to Nintendo's dual-screen portable console. *Harvest Moon DS* maintained a similar feel to the GameCube releases, *Harvest Moon: Friends of Mineral Town* and *Harvest Moon: A Wonderful Life*. Fans of the latter would no doubt recognize the premise and location as they greeted Takakura once again in Forget-Me-Not Valley.

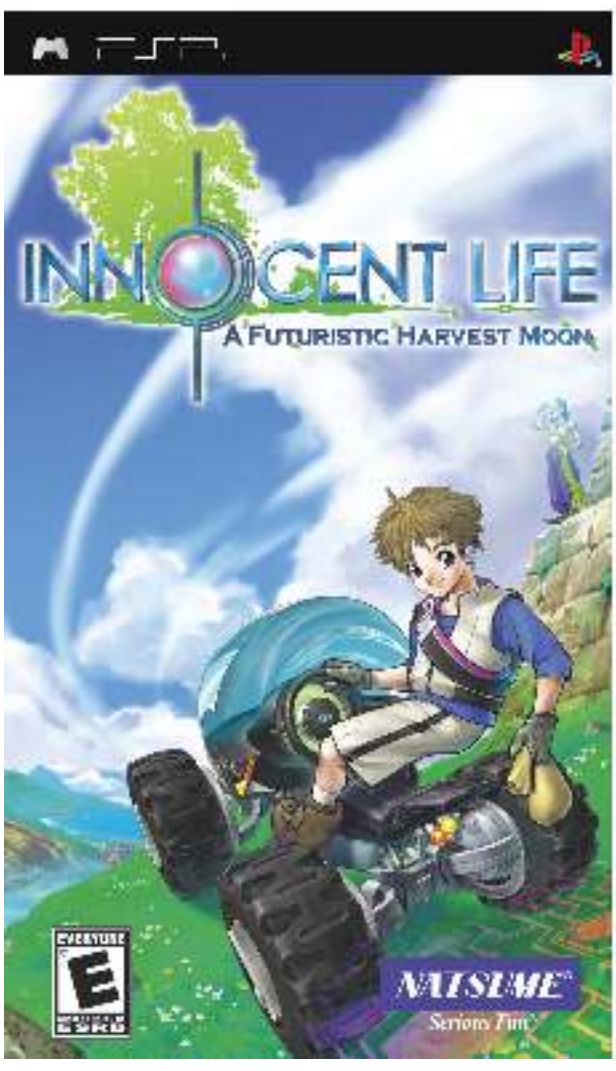


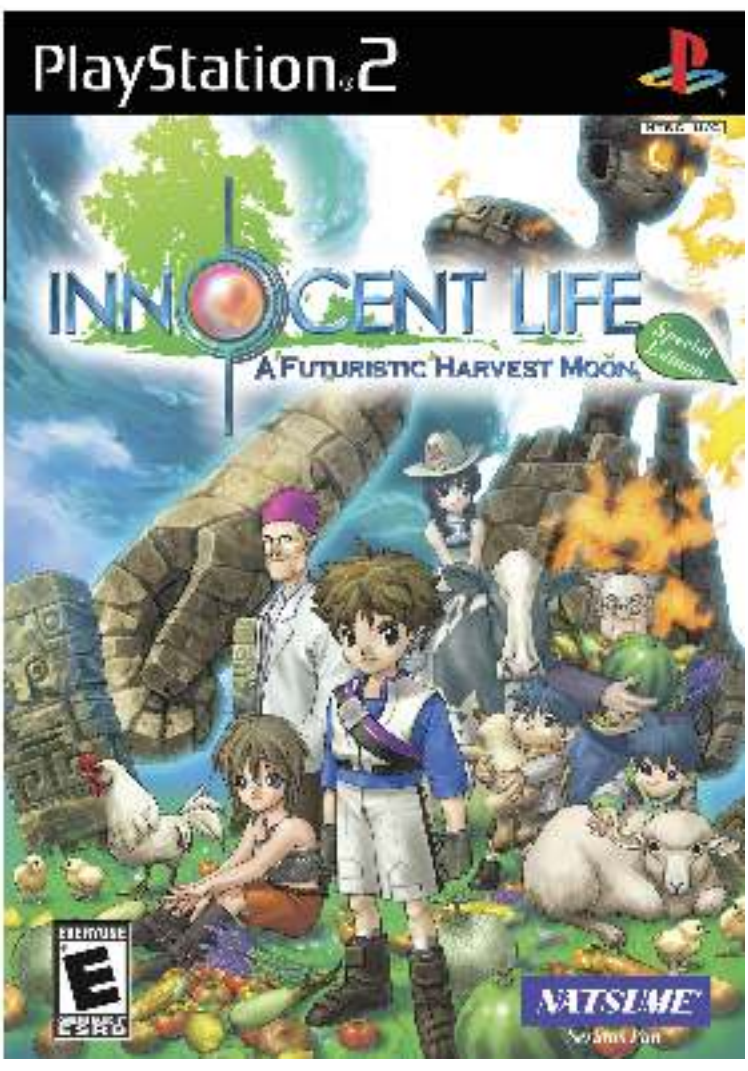
The game took place a century after the events of *Harvest Moon: A Wonderful Life* with all the characters, including the player, serving as descendants from that earlier game. *Harvest Moon DS* shared the same character names and traits from the GameCube world. The goal of the game, however, was entirely new: the player had to return 101 Harvest Sprites and rescue the Harvest Goddess, who had been petrified by the Witch Princess.



Twenty Years of Harvest Moon

Innocent Life: A Futuristic Harvest Moon

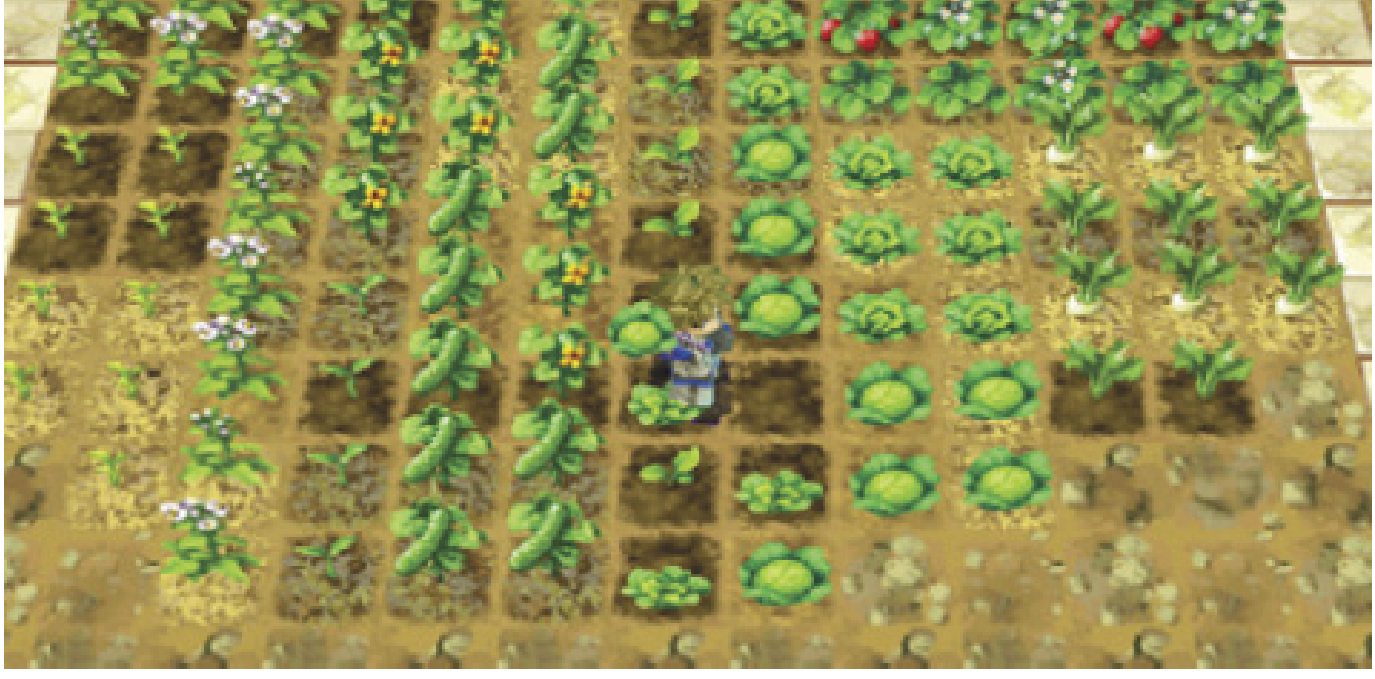




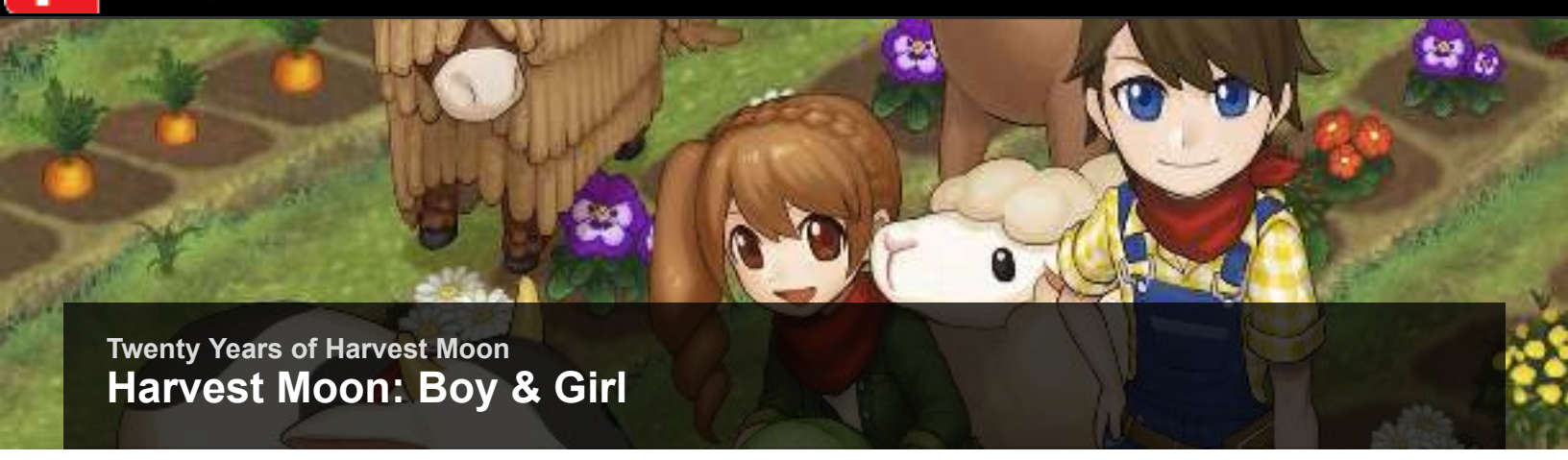
Release Dates

Platform	North America	Europe
PSP	May 15, 2007	June 2007
PS2	February 12, 2008	—

Another spin-off for the series, and predating the *Rune Factory* debut, was *Innocent Life: A Futuristic Harvest Moon*. Set fifteen years into the future at the time of release, the player controlled an android named Life in attempt to save Heartflame Island from an angry Fire Spirit threatening to cause a volcanic eruption. Only by showing that humans—and androids—hadn't completely lost their appreciation for the natural world could Life awaken the Nature Spirits and save the land.



The island contained a number of ruins that could be explored on foot or by riding on a futuristic four-wheeled buggy. Numerous towns filled with characters, shops, and ruins encouraged players to spend much of their time roaming the island's lush landscape. Back on the farm, raising crops was made easier through the use of several automated assistants.



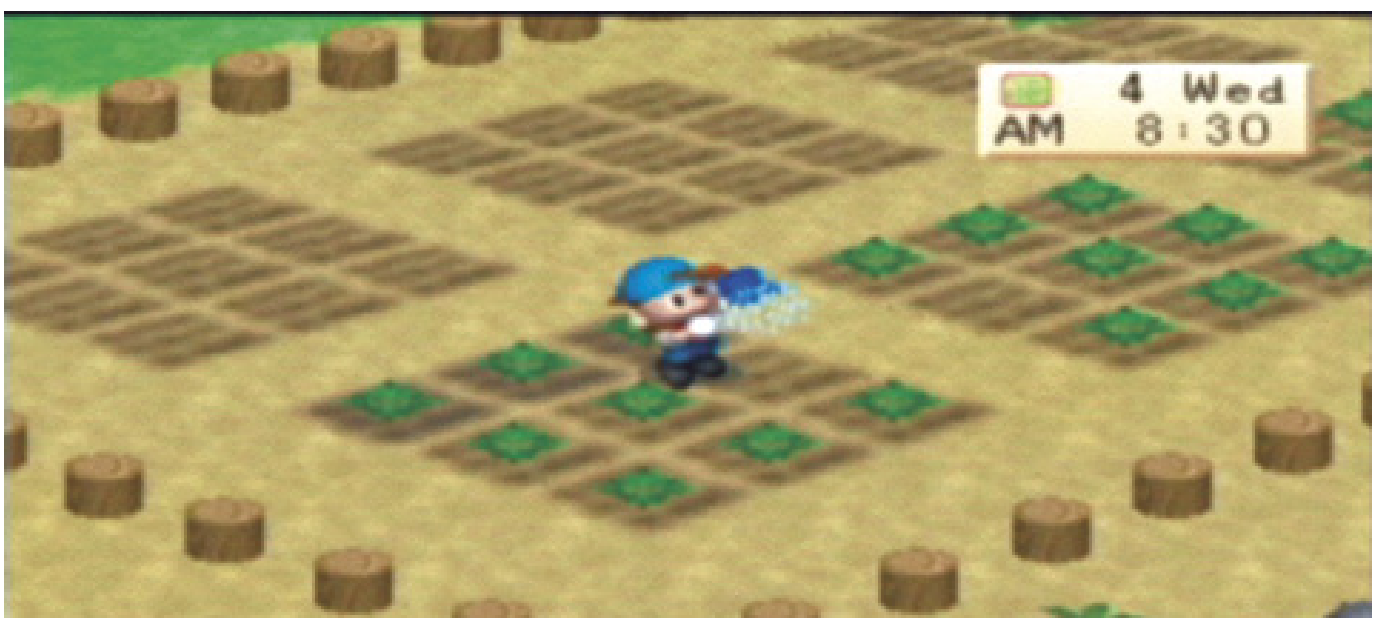
Twenty Years of Harvest Moon

Harvest Moon: Boy & Girl

Release Dates

Platform	North America	Europe
PSP	July 31, 2007	—

The first game in the series to release on the Sony PSP was a direct port of the PlayStation game *Harvest Moon: Back to Nature* and the female protagonist version of *Harvest Moon: Back to Nature*. This game was also reconfigured into the Friends of Mineral Town games for the GameBoy Advance.



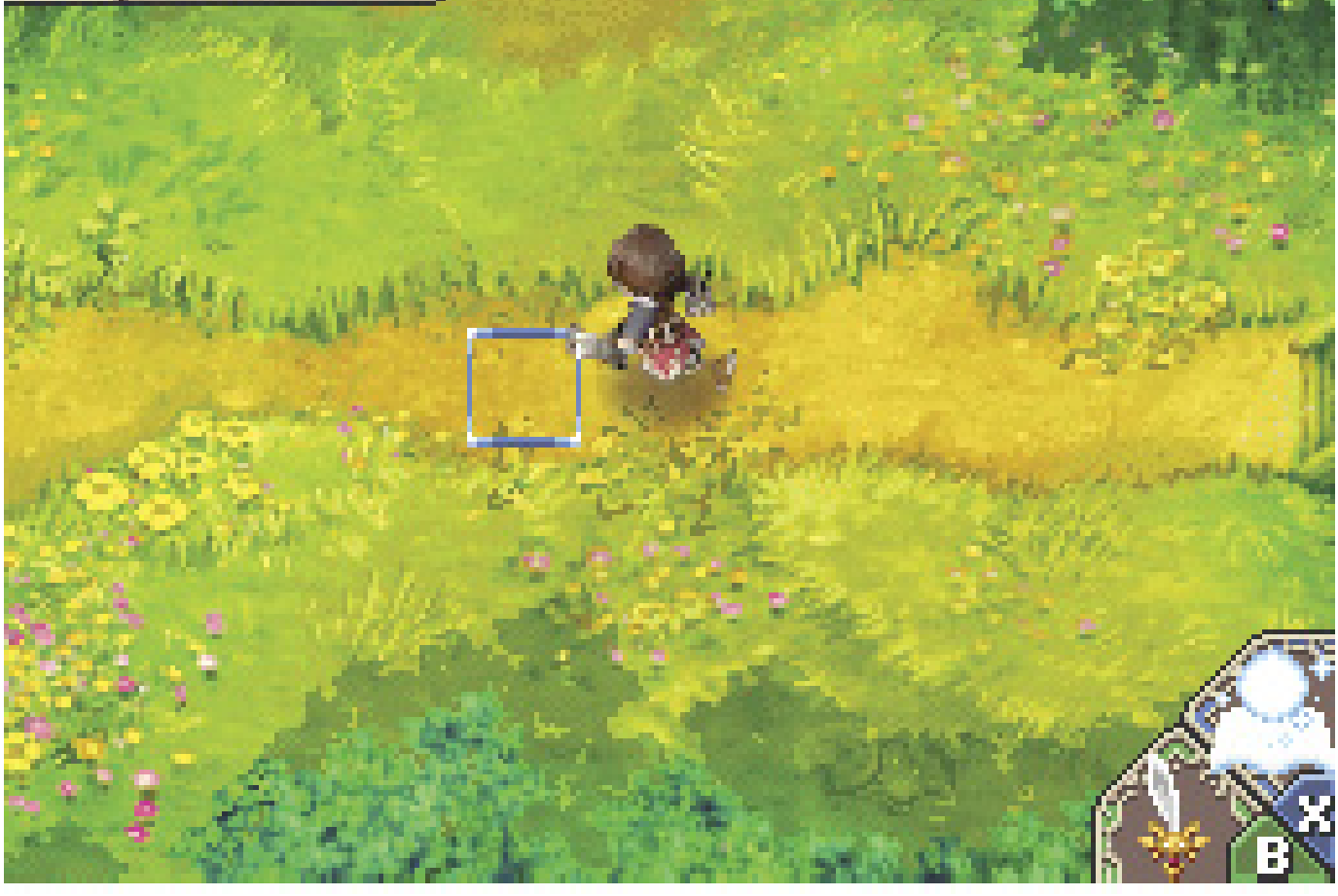
Twenty Years of Harvest Moon

Rune Factory: A Fantasy Harvest Moon

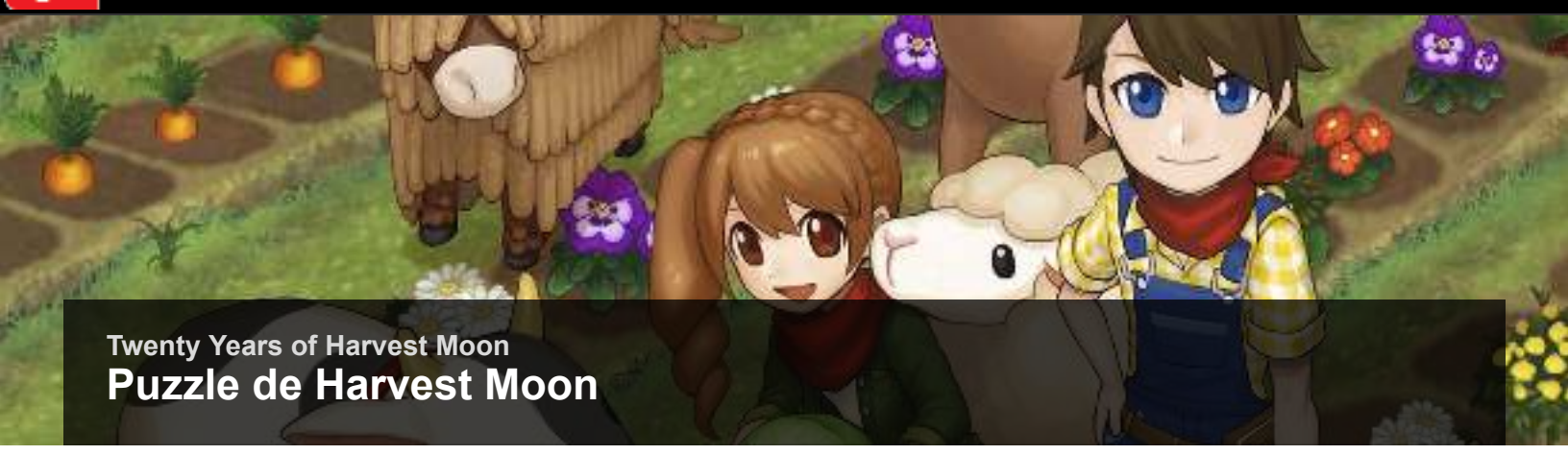
Release Dates

Platform	North America	Europe
DS	August 14, 2007	February 2009

Coinciding with the tenth anniversary of the *Harvest Moon* series, a spin-off franchise titled *Rune Factory* was launched. Dubbed "*Harvest Moon* with a sword," the game tasked players with growing crops, using their farm tools, and heading off into dungeons to defeat monsters in effort to collect loot that could be sold for profit.

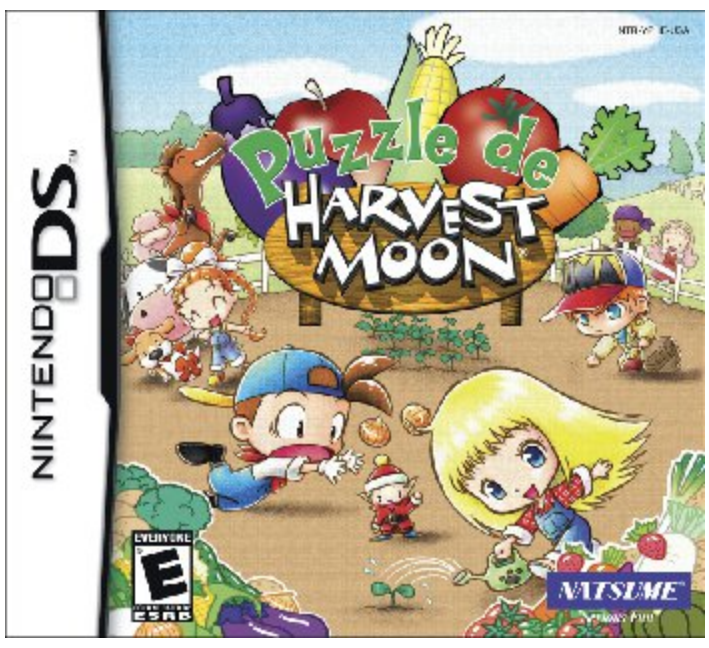


Ragna arrived at the village of Kardia and was soon shown to a monster-infested farm where his unique skills of crop-raising



Twenty Years of Harvest Moon

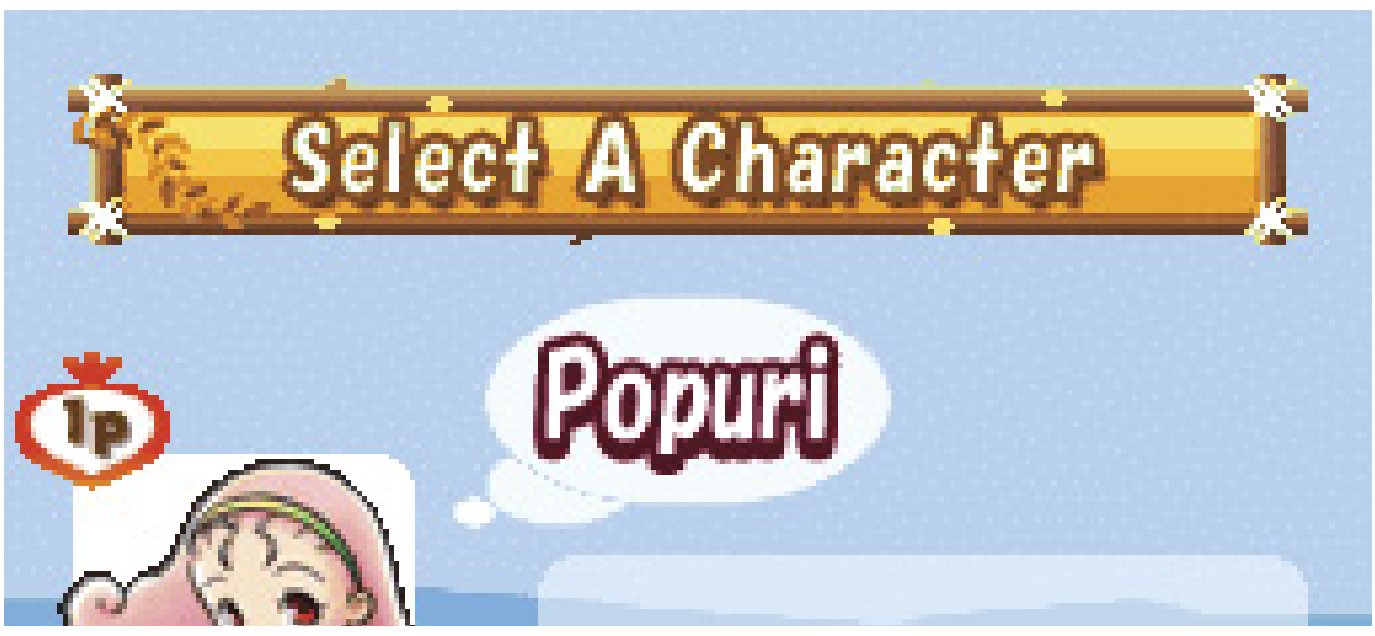
Puzzle de Harvest Moon

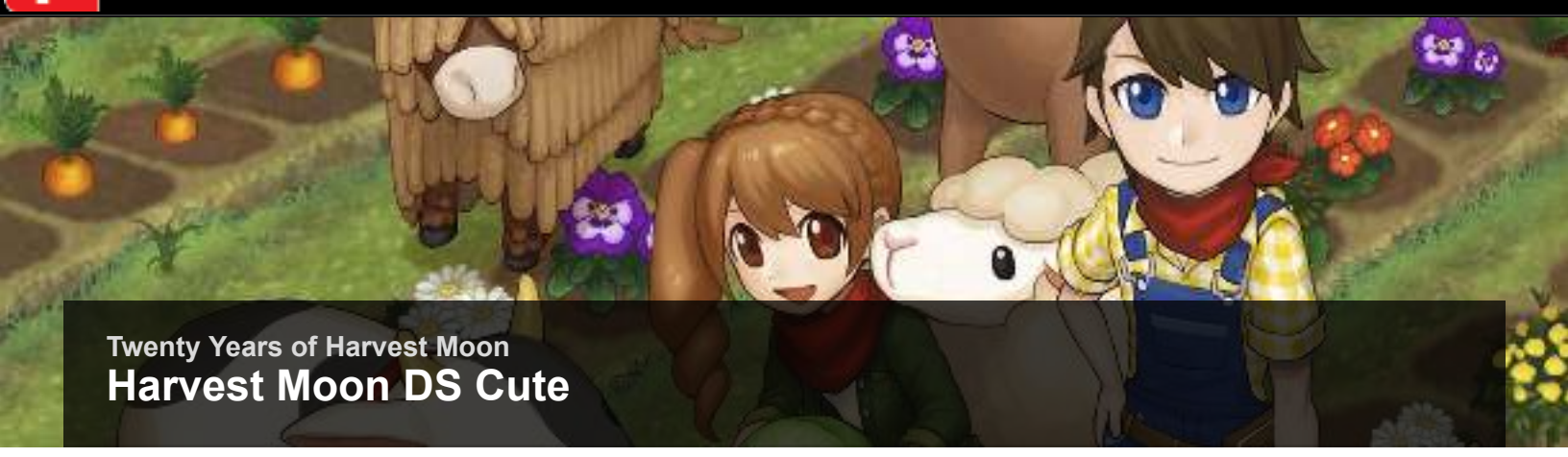


Release Dates

Platform	North America	Europe
DS	November 6, 2007	—

The first true spin-off in the *Harvest Moon* franchise came in 2007, in the form of a puzzle game for the Nintendo DS. *Puzzle de Harvest Moon* challenged the player to grow and harvest crops for points in a race against three AI-controlled players (or other friends via WLAN) competing on the same field. Gameplay took place in real-time at a frenetic place, often resulting in frantic scribbling with the DS stylus as players raced to harvest as many crops as they could.



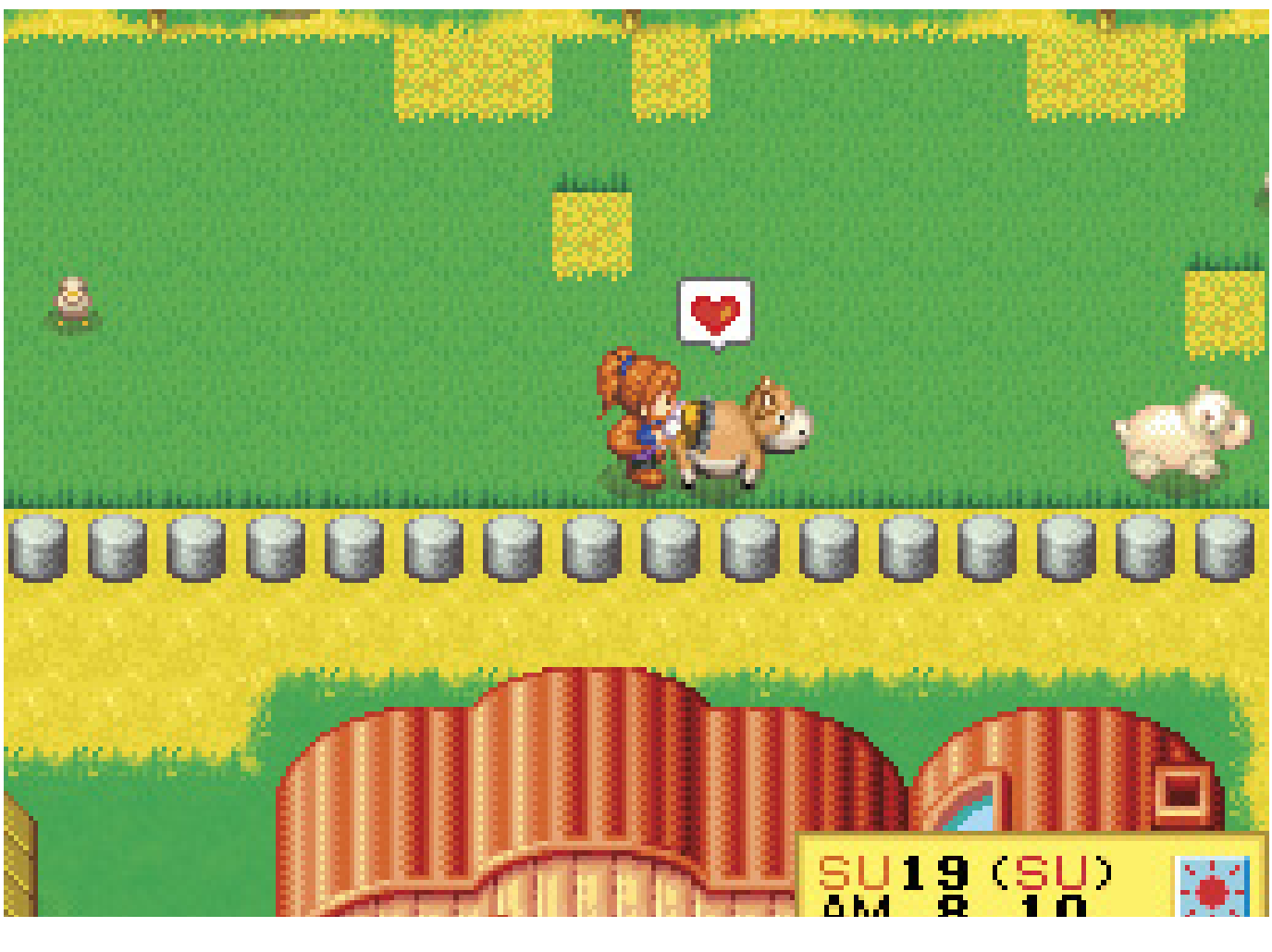


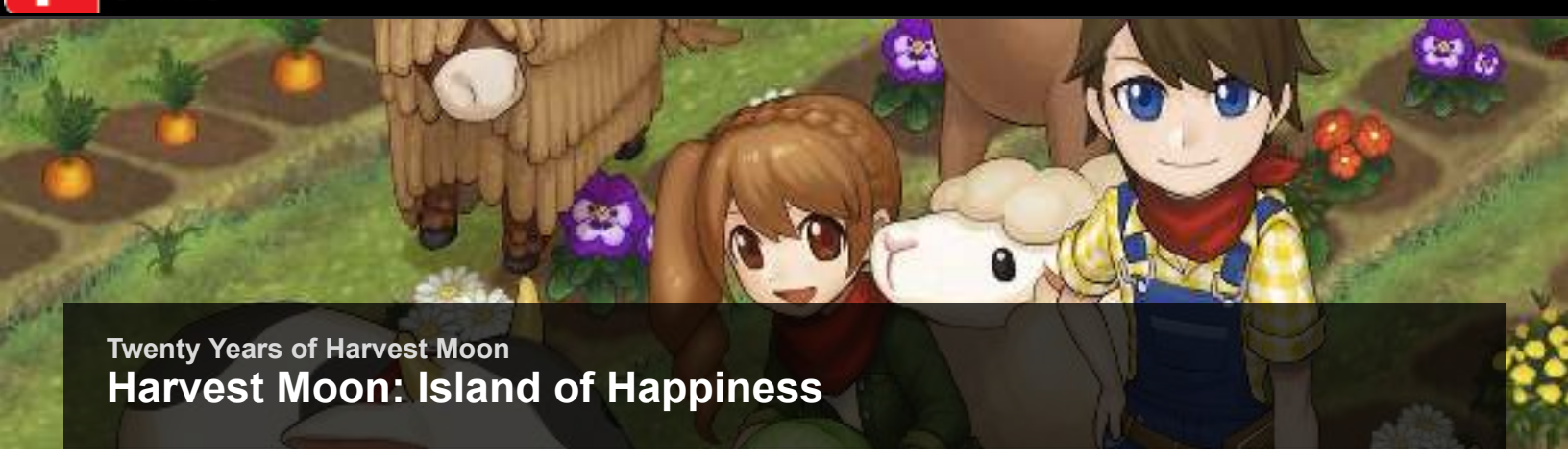
Twenty Years of Harvest Moon

Harvest Moon DS Cute

Release Dates

Platform	North America	Europe
DS	March 25, 2008	—





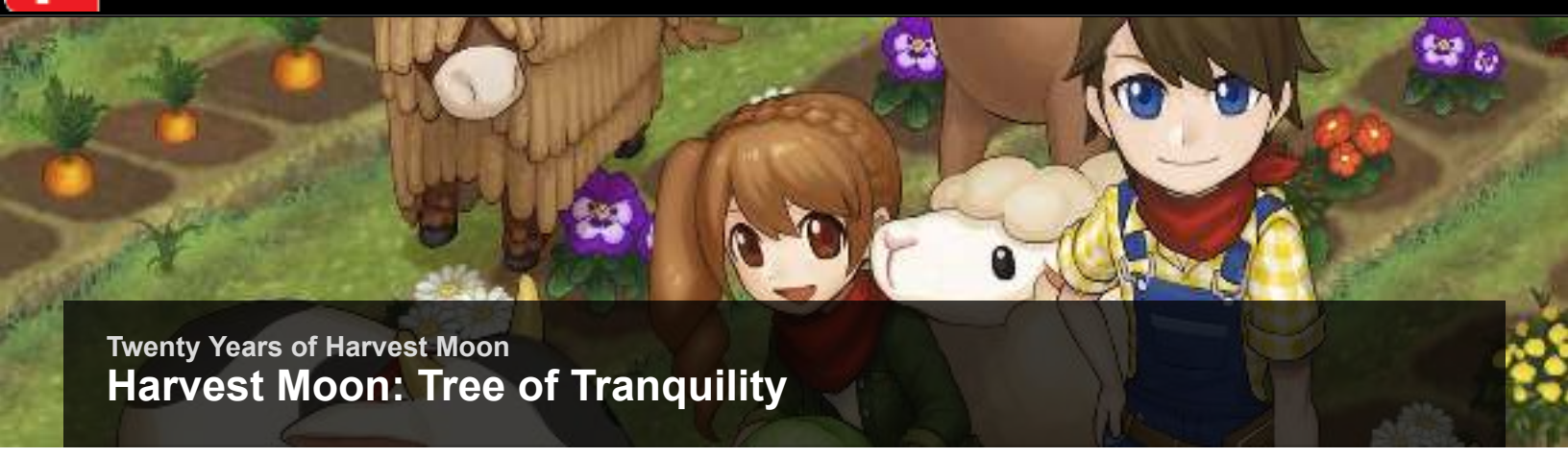
Twenty Years of Harvest Moon

Harvest Moon: Island of Happiness

Release Dates

Platform	North America	Europe
DS	August 26, 2008	December 2008

Just five short months after *Harvest Moon DS Cute* released in North America, another game in the series launched on the same platform. *Harvest Moon: Island of Happiness* featured an entirely new cast of characters, a new story, and a whole lot of touchscreen usage! Setting a precedent for later games in the series, this new entry launched with both a male and female character, breaking from the pattern of releasing a special female-oriented version separately.



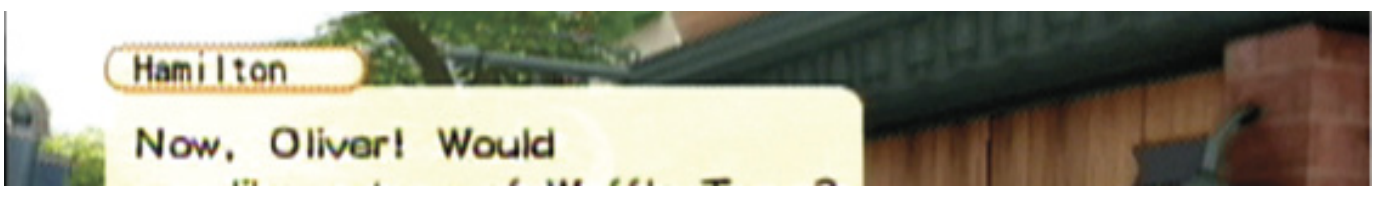
Twenty Years of Harvest Moon

Harvest Moon: Tree of Tranquility

Release Dates

Platform	North America	Europe
Wii	September 30, 2008	October 2009

The first game in the series to be developed exclusively for the Wii, *Harvest Moon: Tree of Tranquility* took players to a new island filled with an entirely fresh set of characters. Upon waking up in Sundae Inn, Mayor Hamilton informed the player that the sacred tree on Waffle Island had died and the Harvest Goddess had disappeared. It was up to the player to restore the island by helping the Harvest Sprites create rainbows that would return the Harvest Goddess.



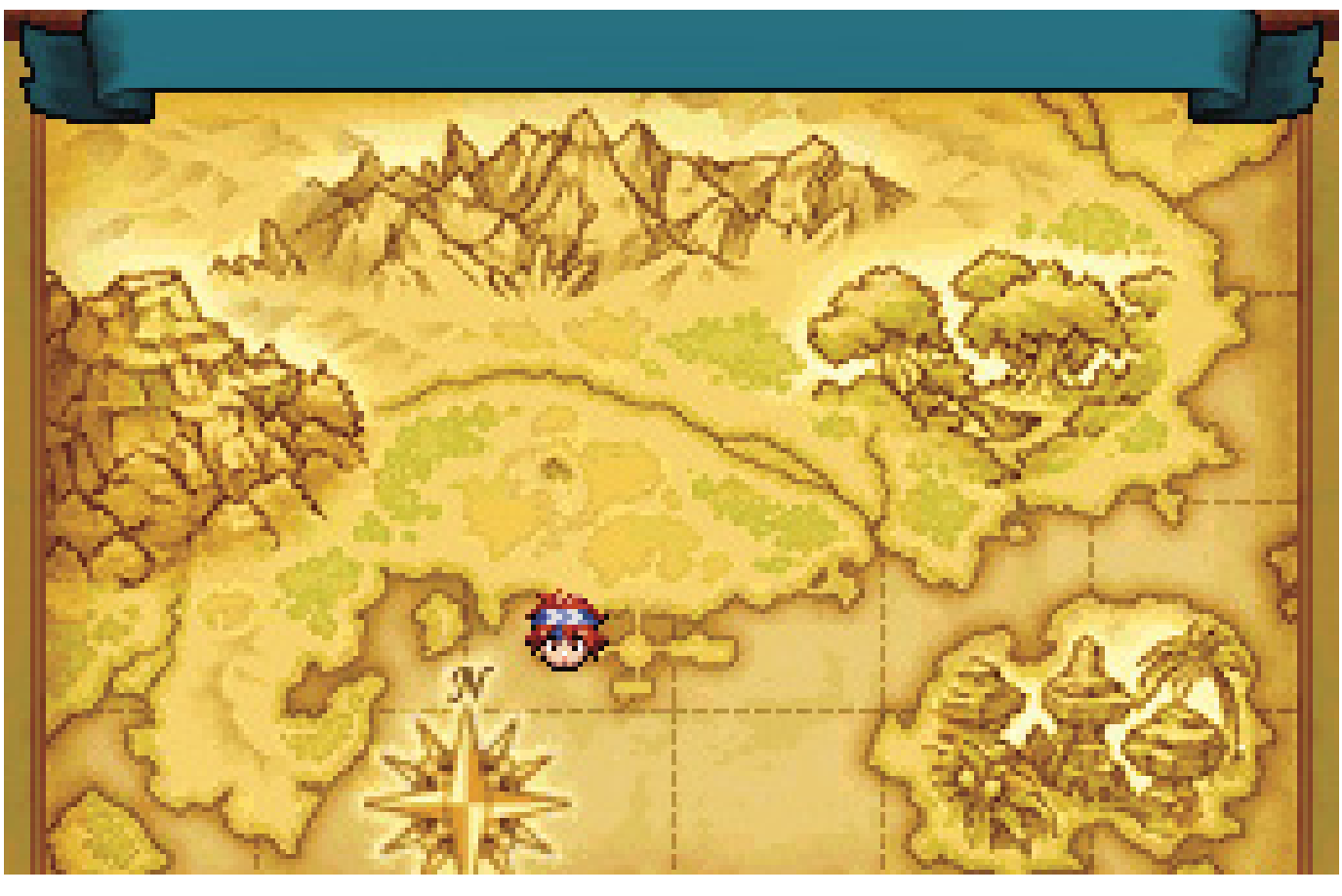
Twenty Years of Harvest Moon

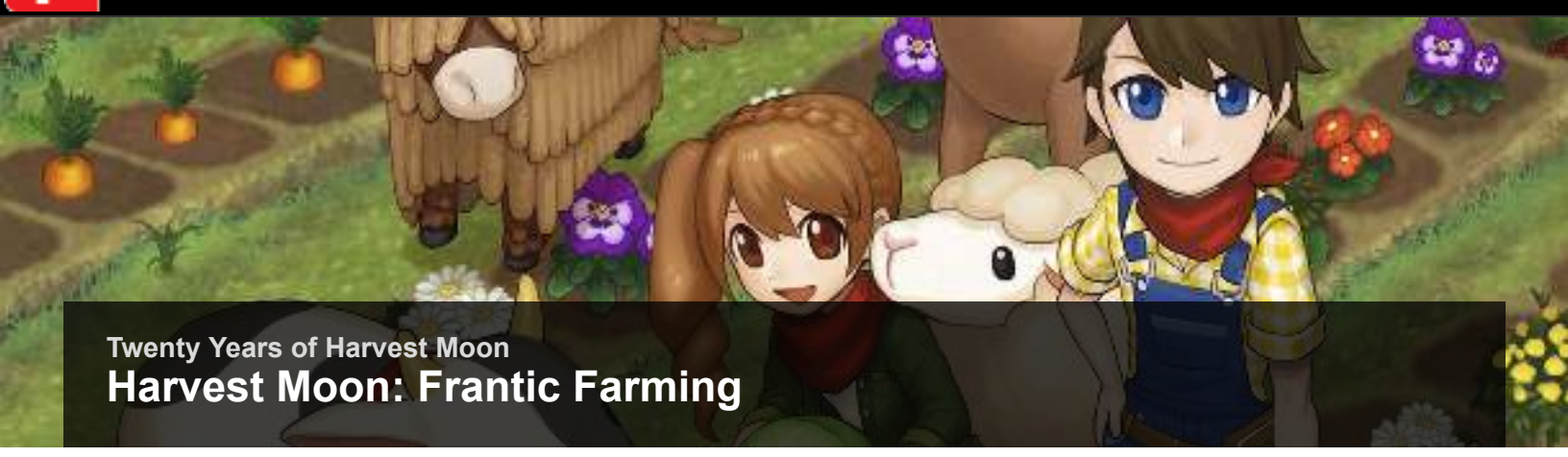
Rune Factory 2: A Fantasy Harvest Moon

Release Dates

Platform	North America	Europe
DS	November 18, 2008	October 2010

Picking up roughly ten years after the events of the first game in the *Rune Factory* series, *Rune Factory 2: A Fantasy Harvest Moon* took place in the city of Alvarna, along the coast. The gameplay was split between two generations. During the first generation, the player took on the role of Kyle, an amnesiac boy who farmed his way to a pleasant life with a happy family near a school that he built. As the son or daughter, the player then set out on a massive quest during the second generation in effort to discover the reason for their father's disappearance.



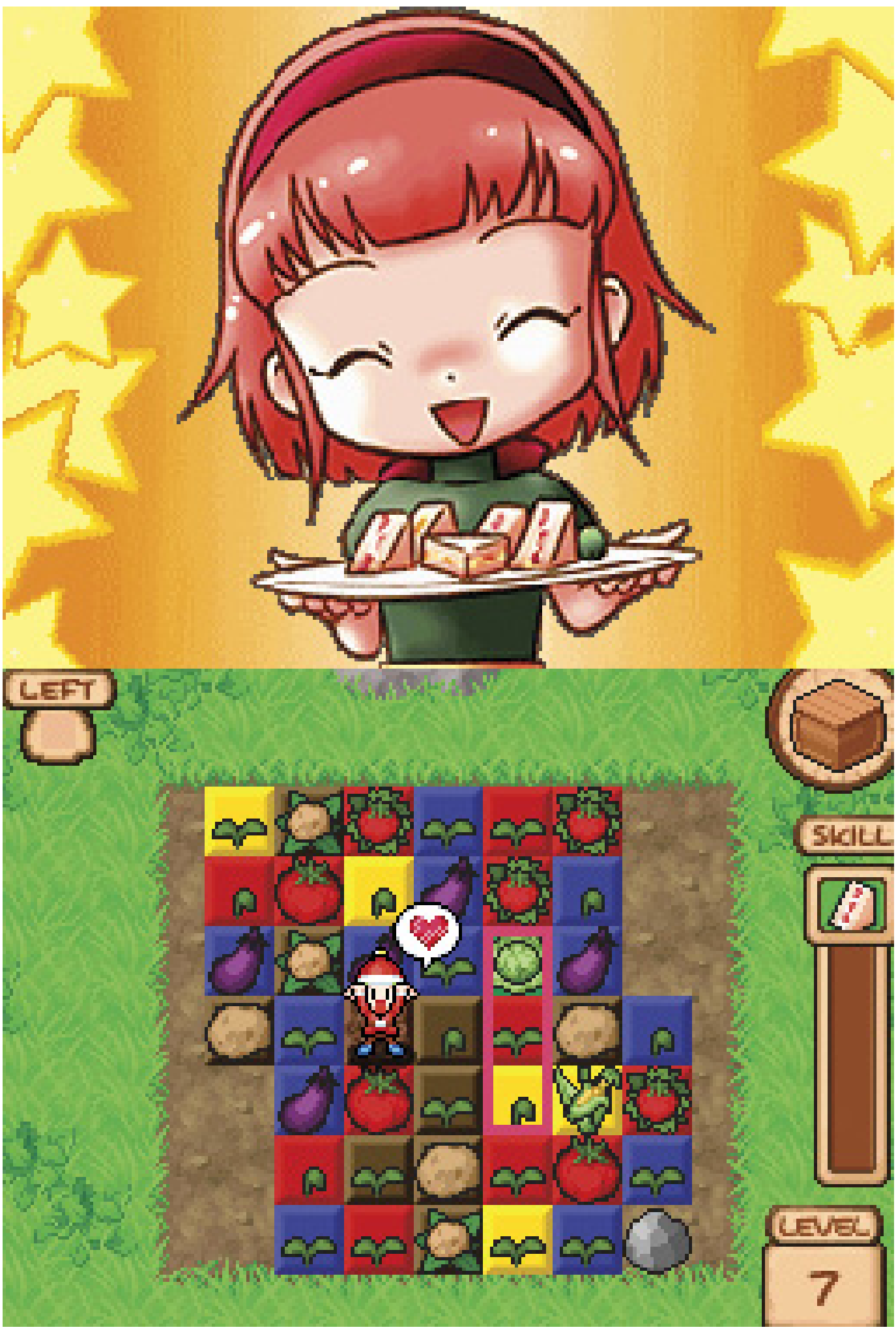


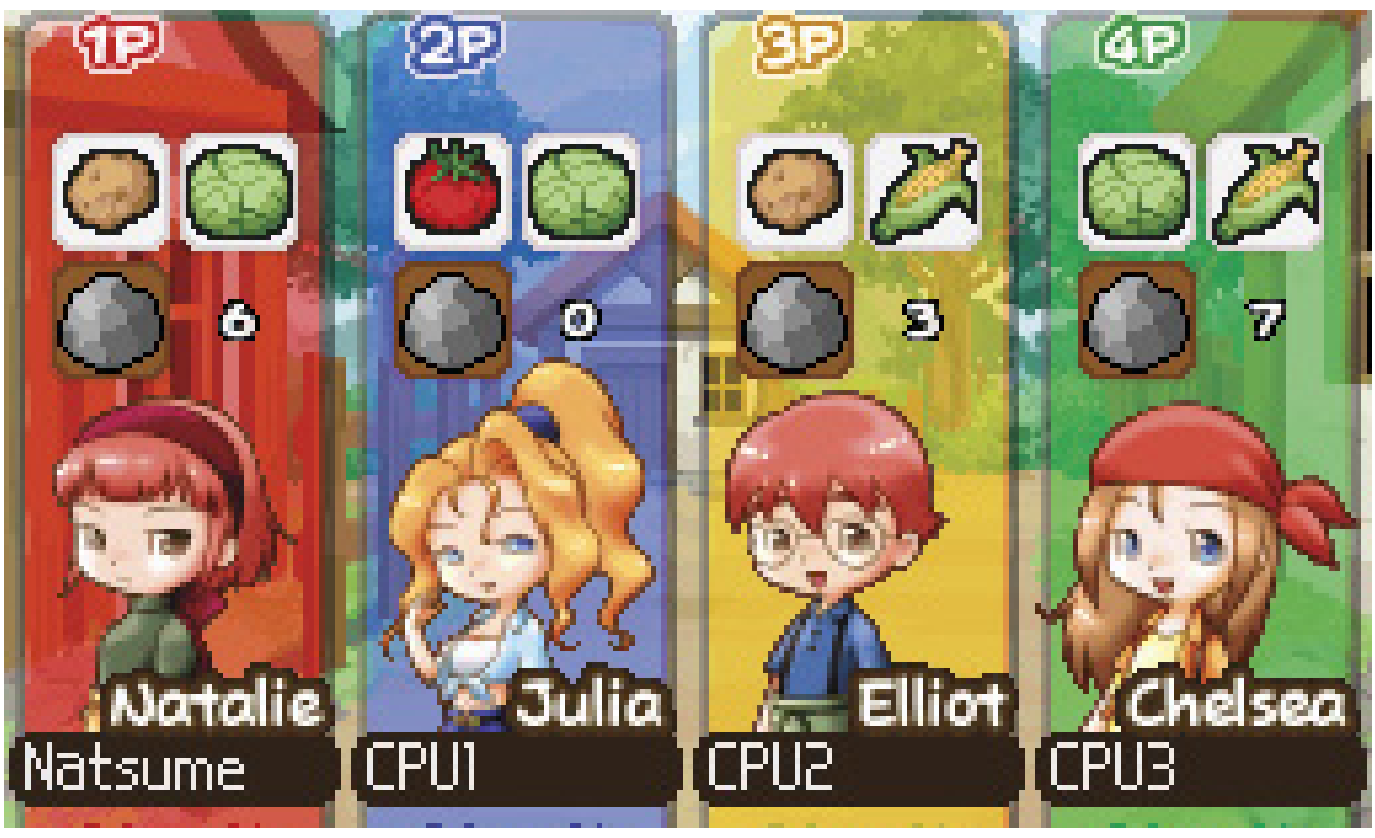
Twenty Years of Harvest Moon

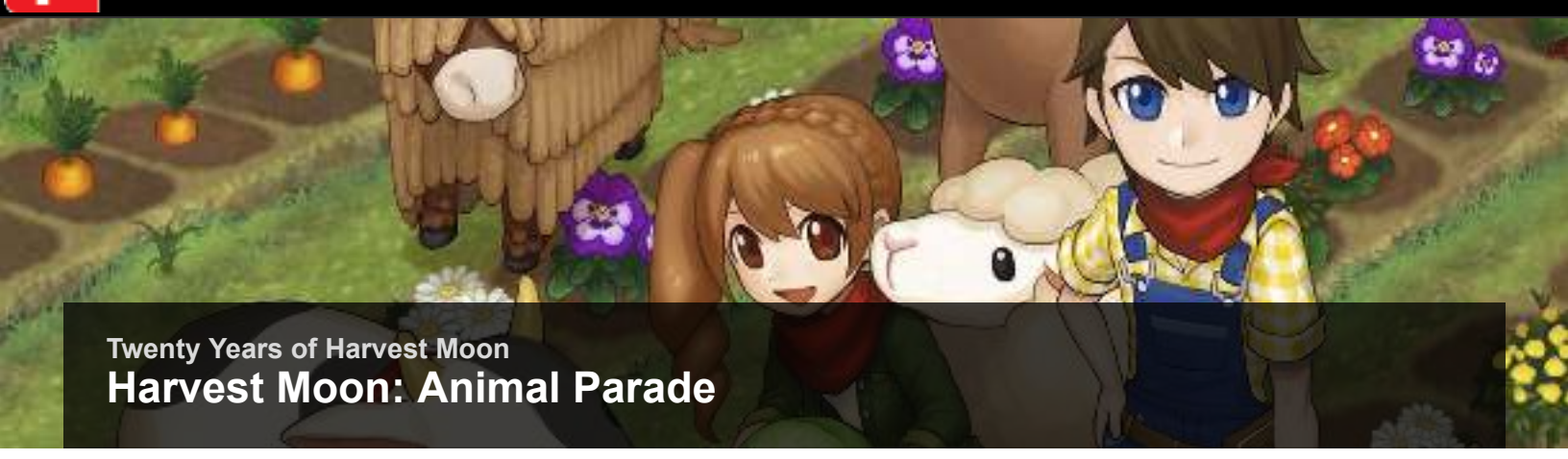
Harvest Moon: Frantic Farming

Release Dates

Platform	North America	Europe
DS	August 25, 2009	December 2010







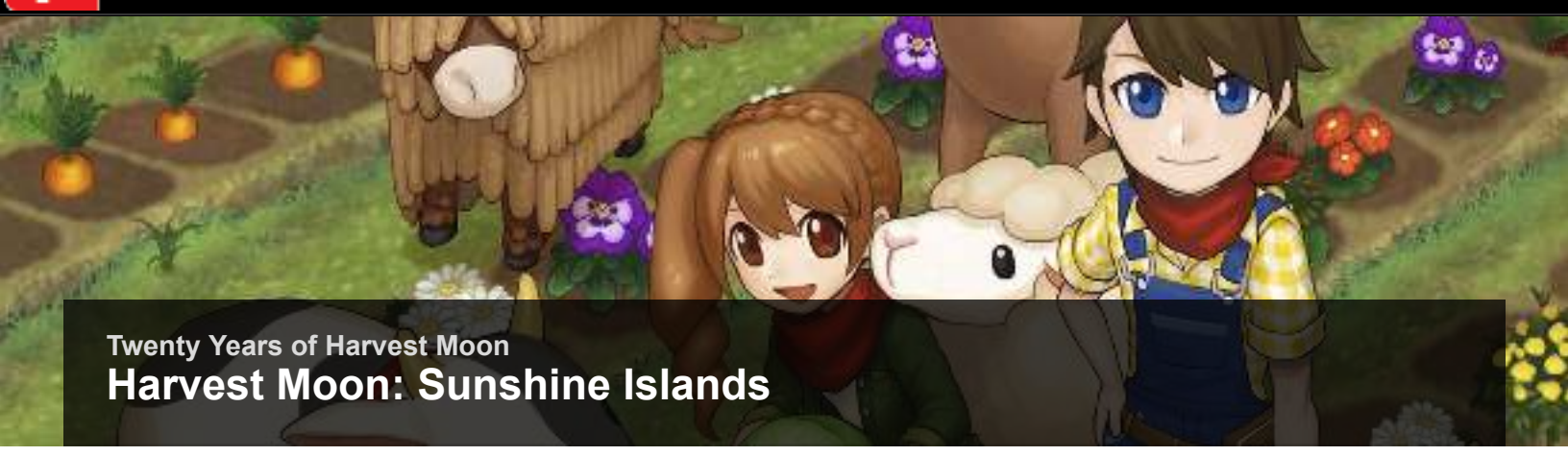
Twenty Years of Harvest Moon

Harvest Moon: Animal Parade

Release Dates

Platform	North America	Europe
Wii	November 10, 2009	December 2010

Harvest Moon: Animal Parade, was designed as a sequel to *Harvest Moon: Tree of Tranquility*, albeit with an animal and music theme. The game took place on the island of Castanet and tasked players with ringing five legendary bells to return the Harvest King and revive the Goddess Tree. Of course, doing so required a skillful display of farming and a commitment to befriending the other townsfolk.



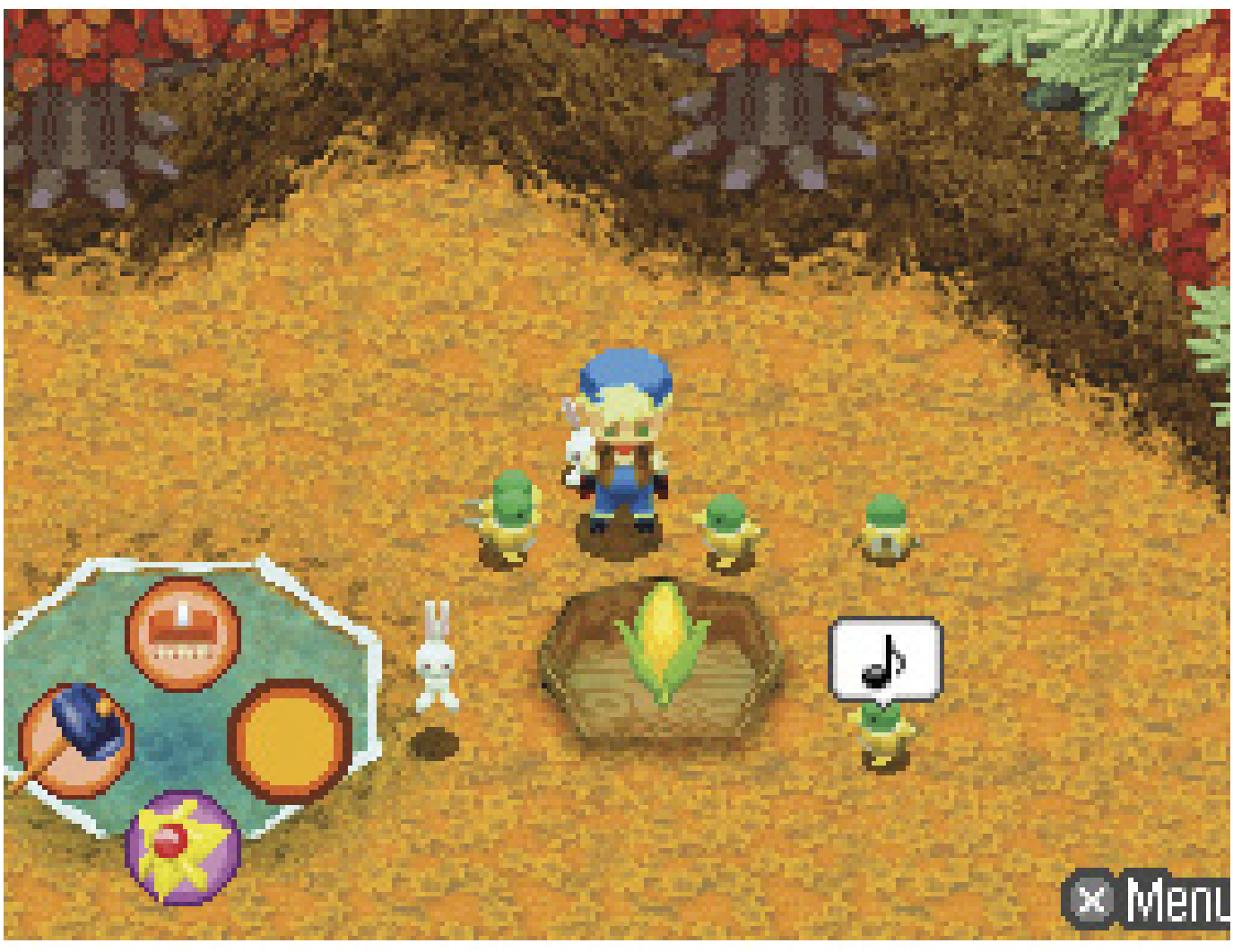
Twenty Years of Harvest Moon

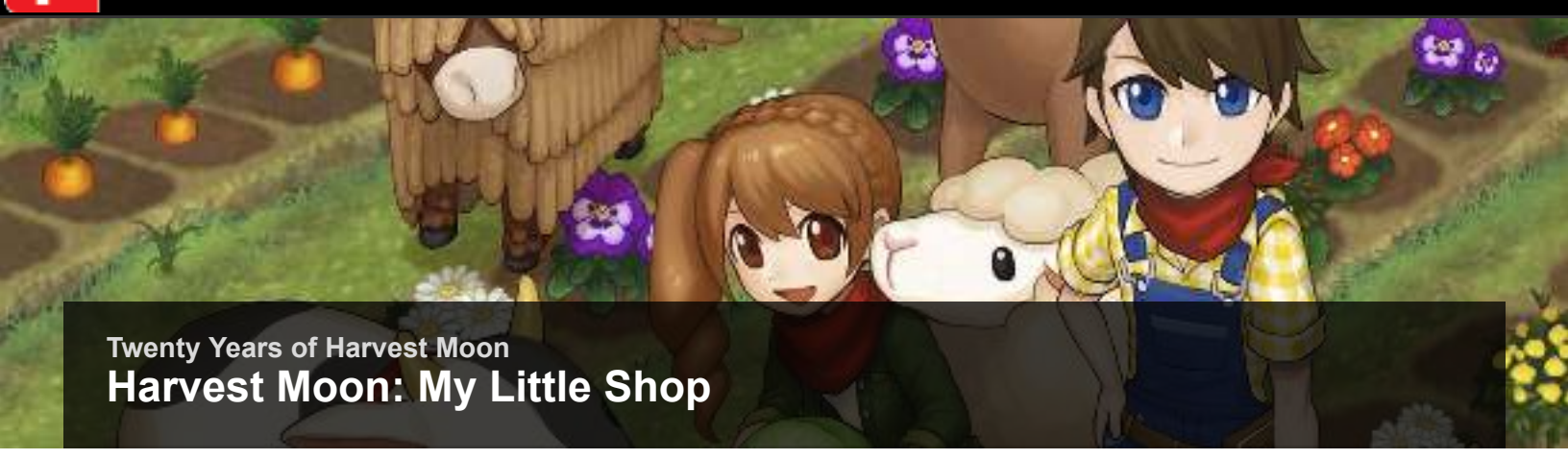
Harvest Moon: Sunshine Islands

Release Dates

Platform	North America	Europe
DS	November 10, 2009	December 2010

Releasing a year after the last main entry in the series to come to the Nintendo DS, *Harvest Moon: Sunshine Islands* was effectively an enhanced remake of *Harvest Moon: Island of Happiness*. Mark and Chelsea return, this time to a series of islands that have sunk into the ocean. It was up to the player to find the Sun Stones required to restore the Sunshine Islands to their pre-earthquake status.





Twenty Years of Harvest Moon

Harvest Moon: My Little Shop

HARVEST MOON
My Little Shop
Press the A Button
Licensed to and published by Natsume Inc.
Harvest Moon © & ©1998-2009 Natsume Inc.
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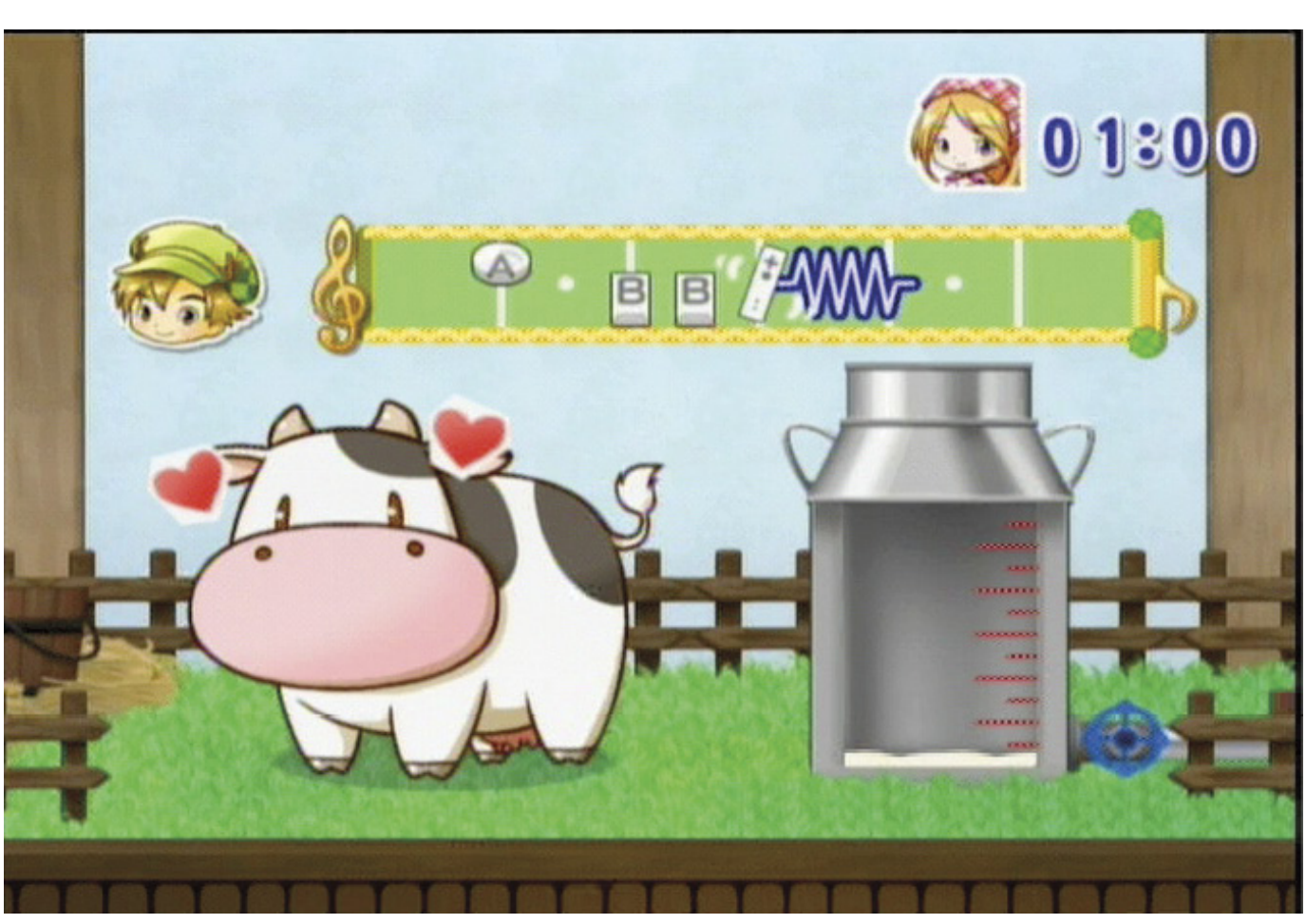
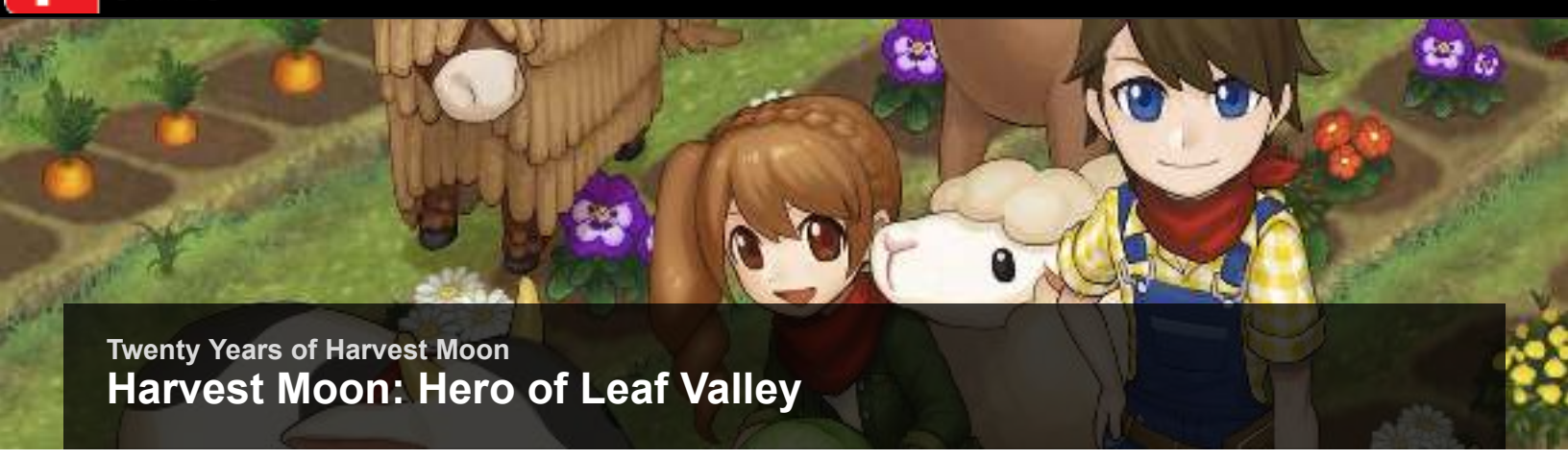
Release Dates

Platform	North America	Europe
Wii	November 23, 2009	—

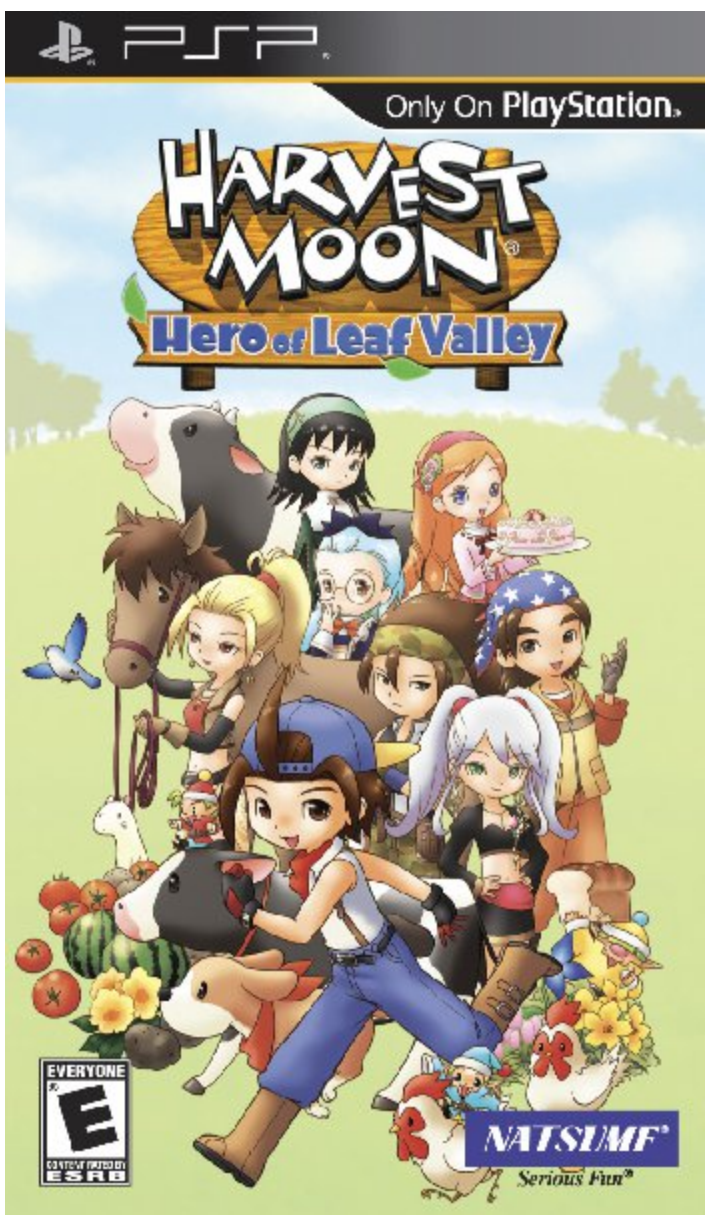


Taking advantage of the Wii's popularity—and the digital storefront known as WiiWare, Natsume digitally published a collection of mini-games known as *Harvest Moon: My Little Shop*. The game took the farming theme the series was known for and tasked players with running a small country store.



Twenty Years of Harvest Moon

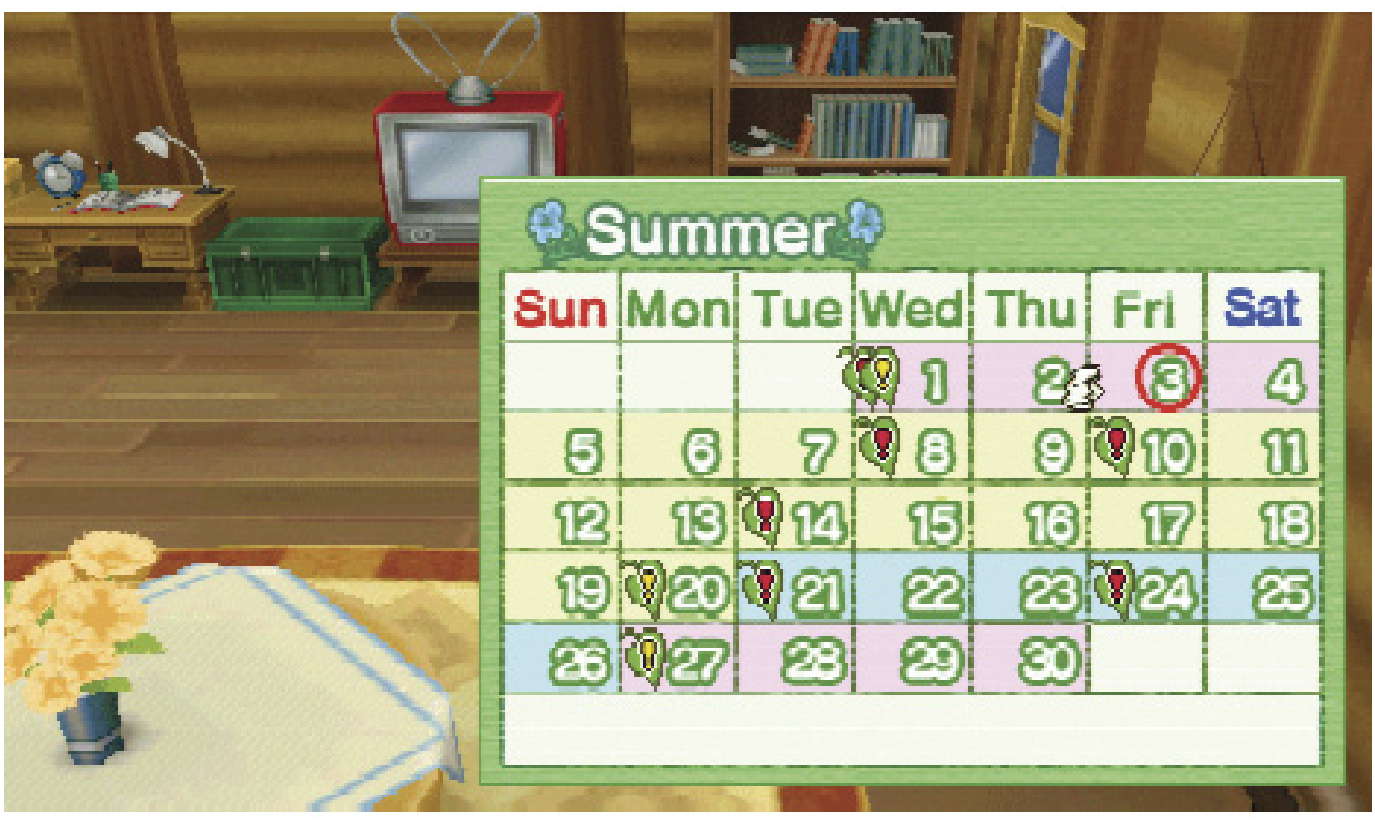
Harvest Moon: Hero of Leaf Valley

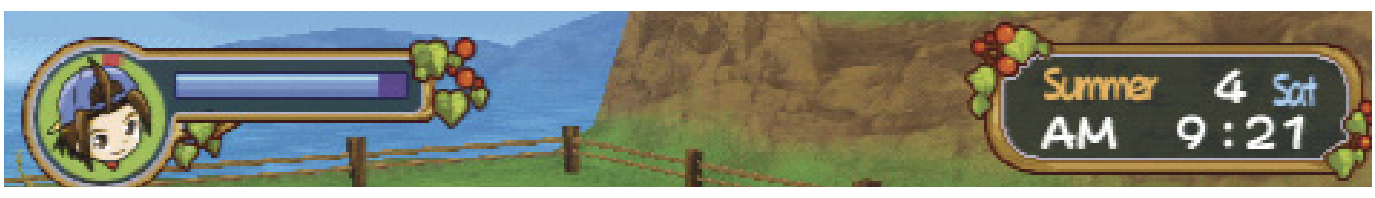


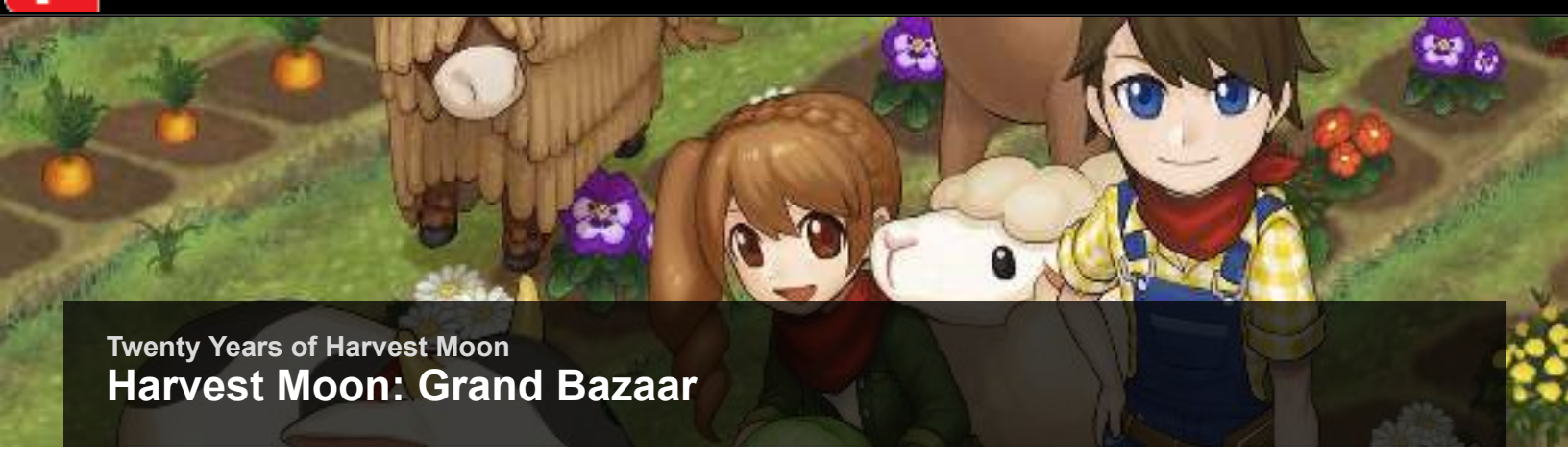
Release Dates

Platform	North America	Europe
PSP	April 27, 2010	November 2010

Three years after its first appearance on Sony's handheld system, the franchise returned with *Harvest Moon: Hero of Leaf Valley*. Though the story, setting, and characters were reminiscent of *Harvest Moon: Save the Homeland*, the game featured a questing system that gave the player tremendous flexibility in how they went about saving Leaf Valley from being turned into an amusement park.







Twenty Years of Harvest Moon

Harvest Moon: Grand Bazaar

Release Dates		
Platform	**North America**	**Europe**
DS	August 24, 2010	September 2011

Harvest Moon: Grand Bazaar was yet another example of the series branching out in a new direction. Rather than resurrect a forlorn farm, the player was tasked with revitalizing Zephyr Town's weekly bazaar. The only way to accomplish this was by selling an assortment of worldly delicacies, animal products, and other items. In effect, the game took the franchise's ranching simulation and added a farmer's market on top of it.

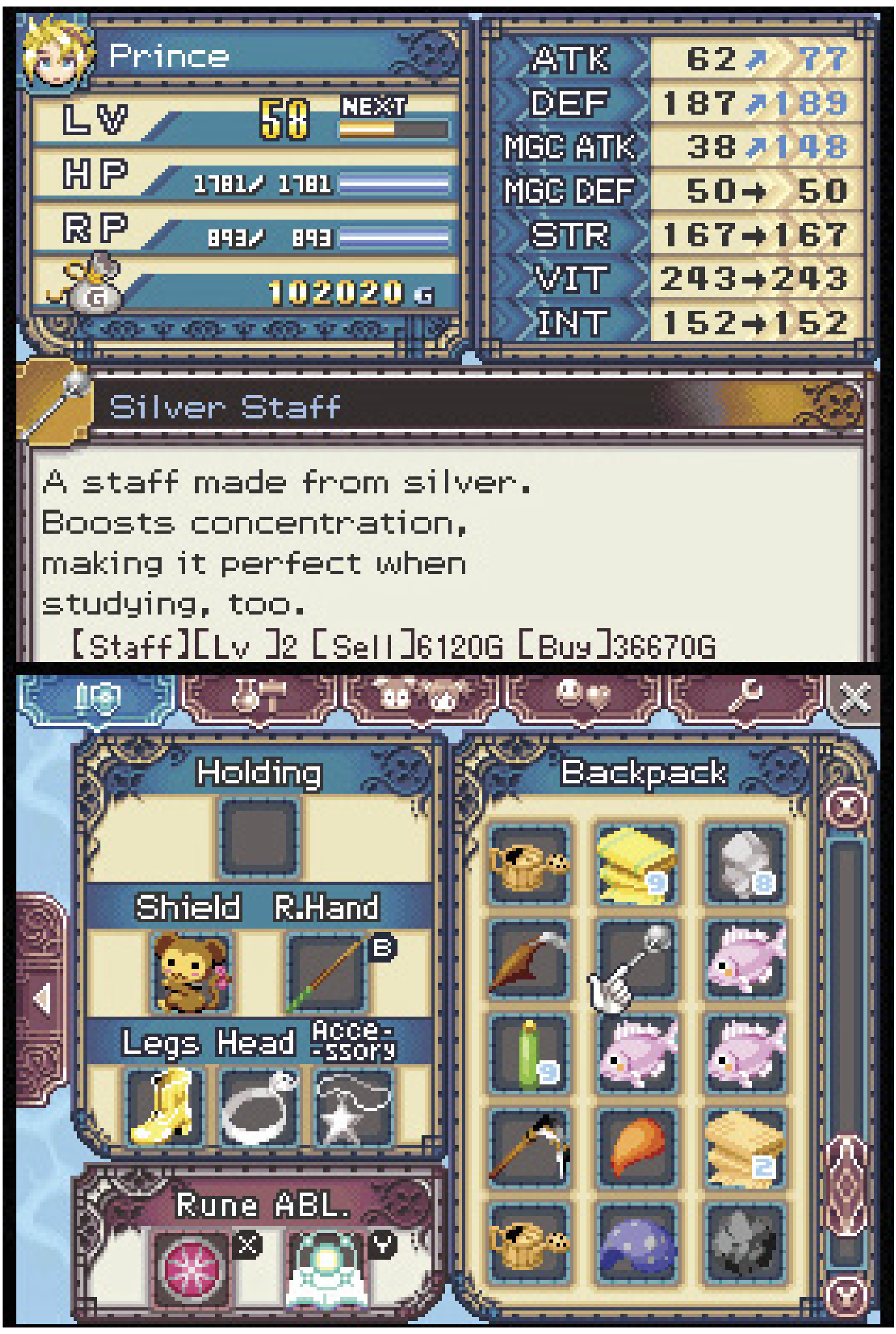
Twenty Years of Harvest Moon

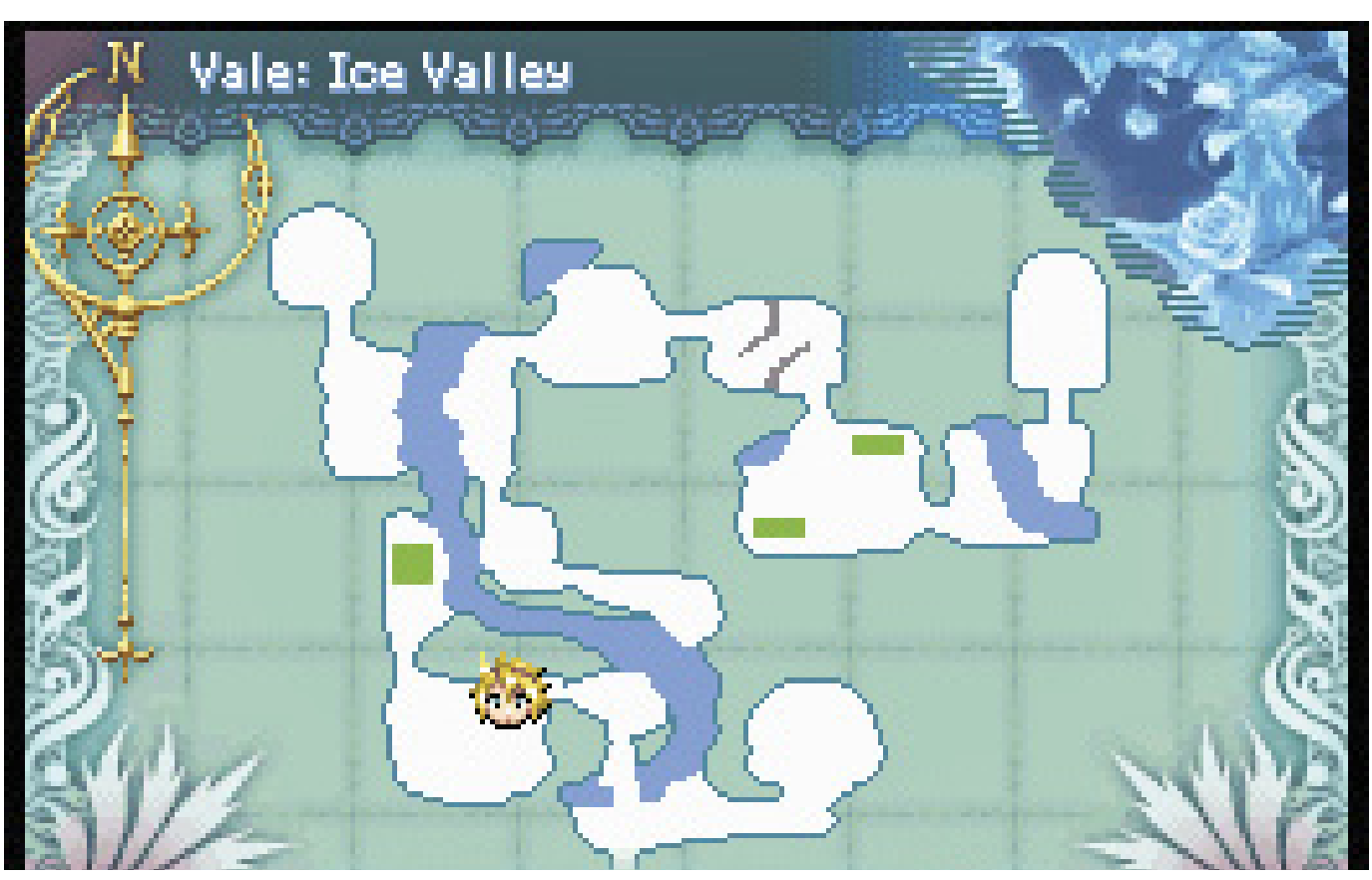
Rune Factory 3: A Fantasy Harvest Moon

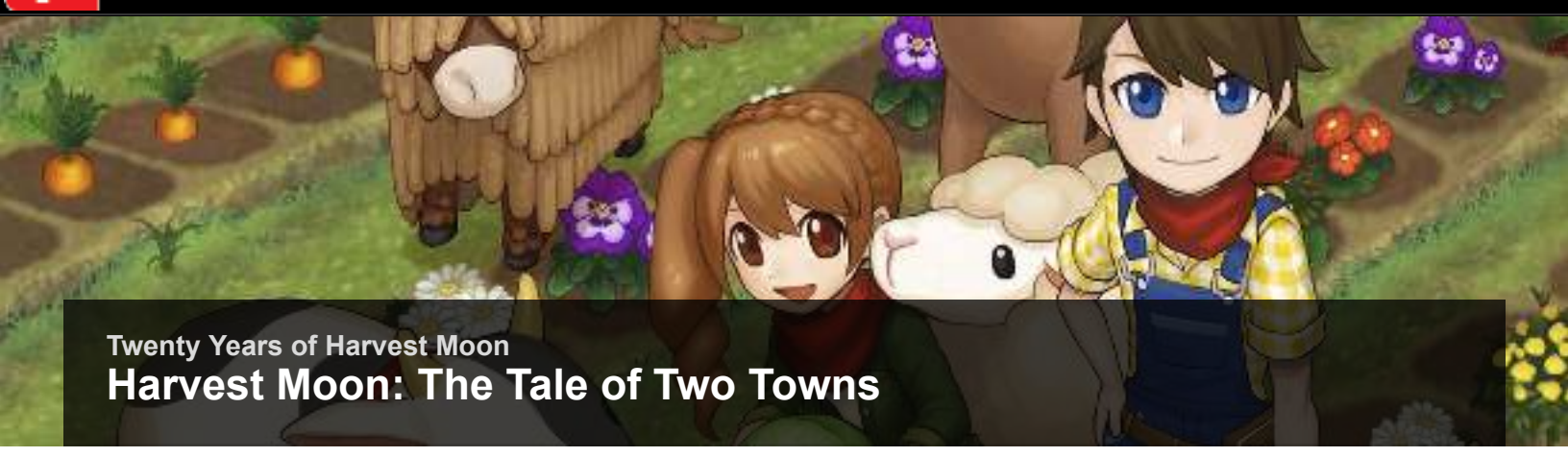
Release Dates

Platform	North America	Europe
DS	November 09, 2010	September 2011

Rune Factory 3: A Fantasy Harvest Moon incorporated a host of new features that truly served to further differentiate it from its predecessors, while ensuring it stayed true to its *Harvest Moon* roots. The game starred a boy named Micah, who was asked to restore a farm around a special tree, in order to help the tree recover its ability to bloom. The decaying land around the Sharance Tree wasn't the only secret, however. Micah himself discovered he had the ability to transform into a Wooly, a half-breed monster that concealed his human form. Only by using his human and Wooly forms to gain the trust of the town's humans and Univir's creatures could he find love and help the Sharance Tree bloom.







Twenty Years of Harvest Moon

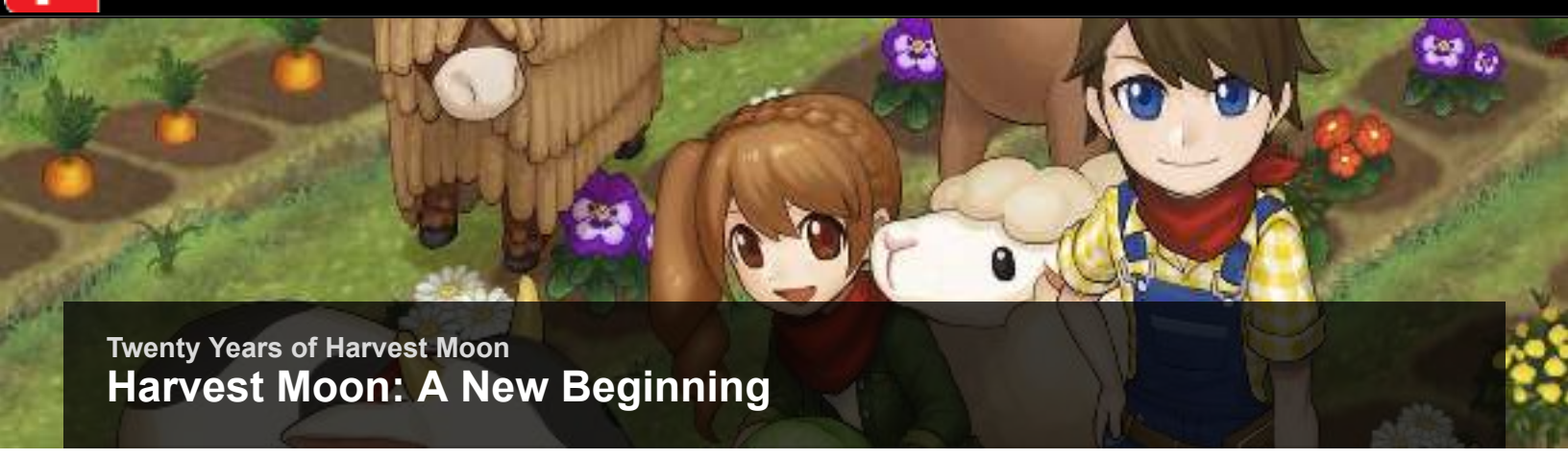
Harvest Moon: The Tale of Two Towns

Release Dates

Platform	North America	Europe
DS	September 20, 2011	June 2012
3DS	October 25, 2011	June 2012

Continuing what had become a franchise trend of only releasing games for portable consoles (a pattern that continued until 2017), *Harvest Moon: The Tale of Two Towns* came to both Nintendo's DS and 3DS devices. Whereas the prior game shifted the focus to running a market, it was time for cooking to take a turn in the spotlight.

The story of Harvest Moon: The Tale of Two Towns was that of Bluebell and Konohana, and the mayors who grew so embittered that the Harvest Goddess herself sealed off the tunnel that connected their towns. Now, generations later, the player was given a choice to farm in either of the two towns—and coax a new friendship between the mayors through seasonal cooking competitions! Only by performing well in the cooking contests would their friendship be built, and the tunnel reopened.



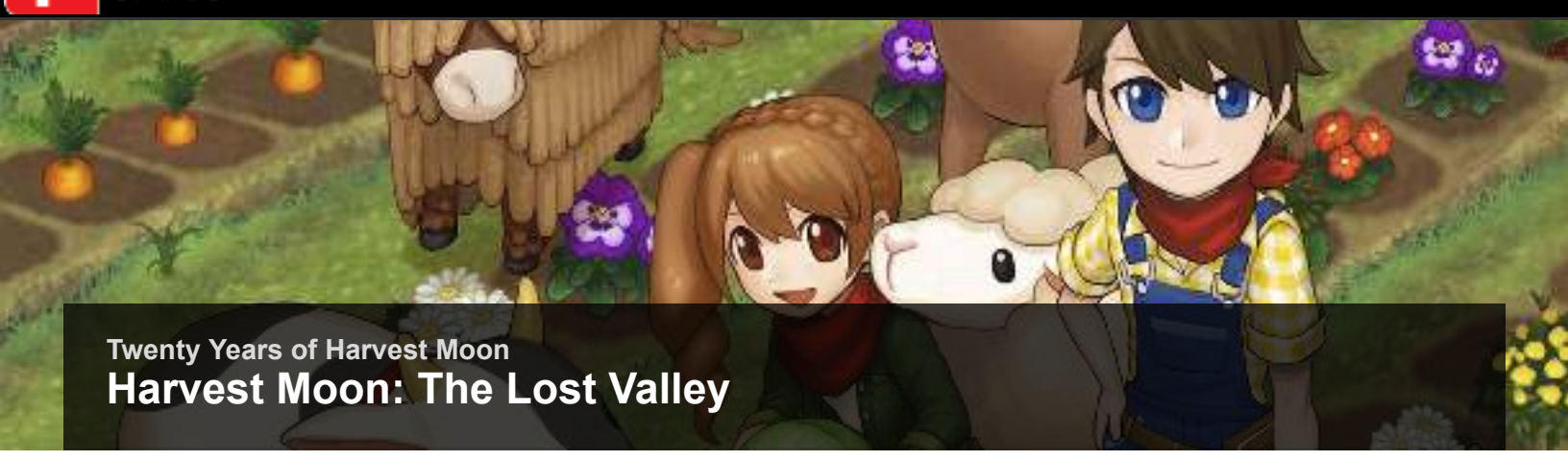
Twenty Years of Harvest Moon

Harvest Moon: A New Beginning

Release Dates

Platform	North America	Europe
3DS	November 6, 2012	September 2013

Marking the fifteenth anniversary of the series, *Harvest Moon: A New Beginning* took the franchise in a new direction with a robust customization system. For the first time ever, players were free to customize their character's appearance, hairstyle, and eventually, their clothing. As you might expect in a game called A New Beginning, that was far from the only new feature.



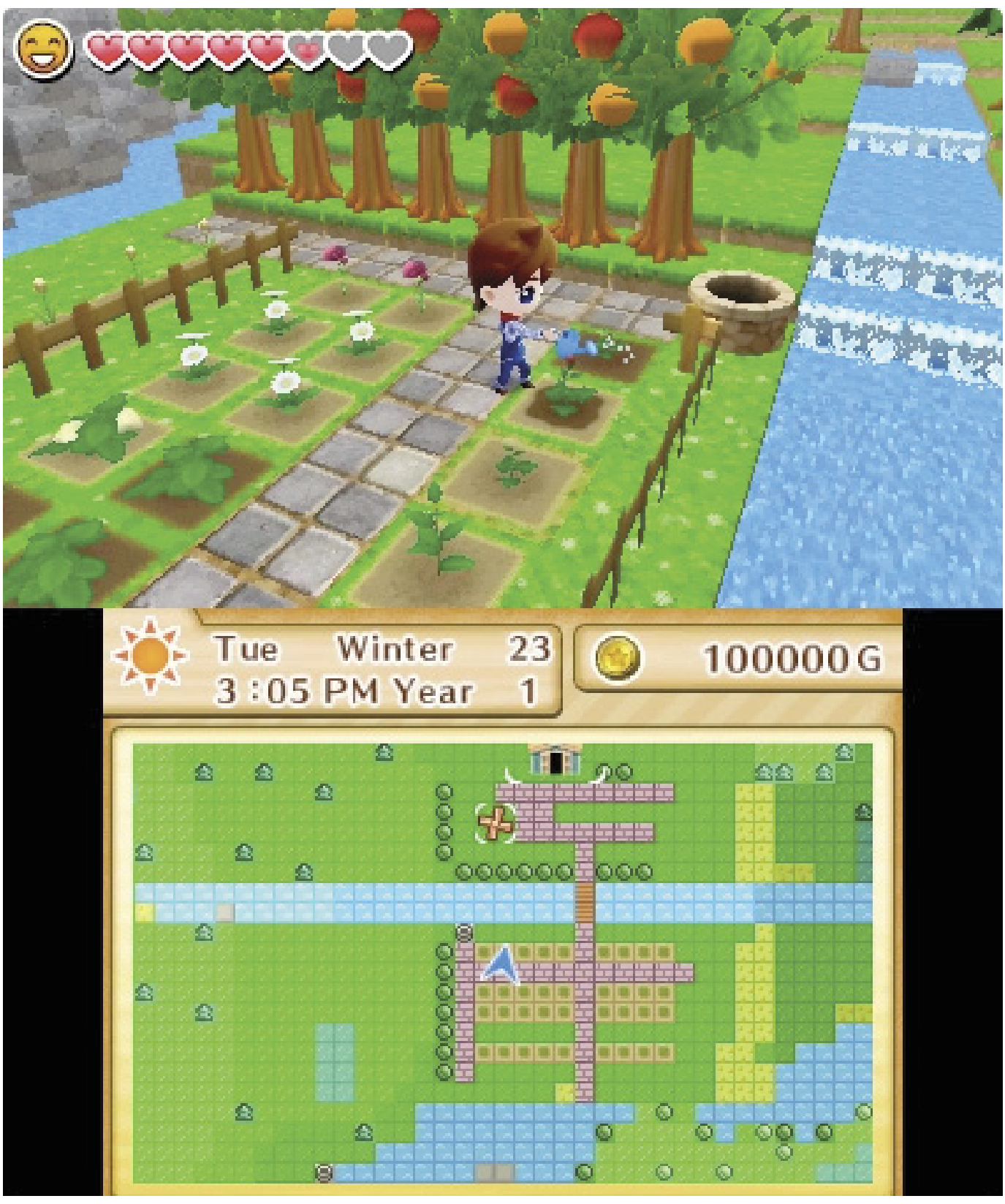
Twenty Years of Harvest Moon

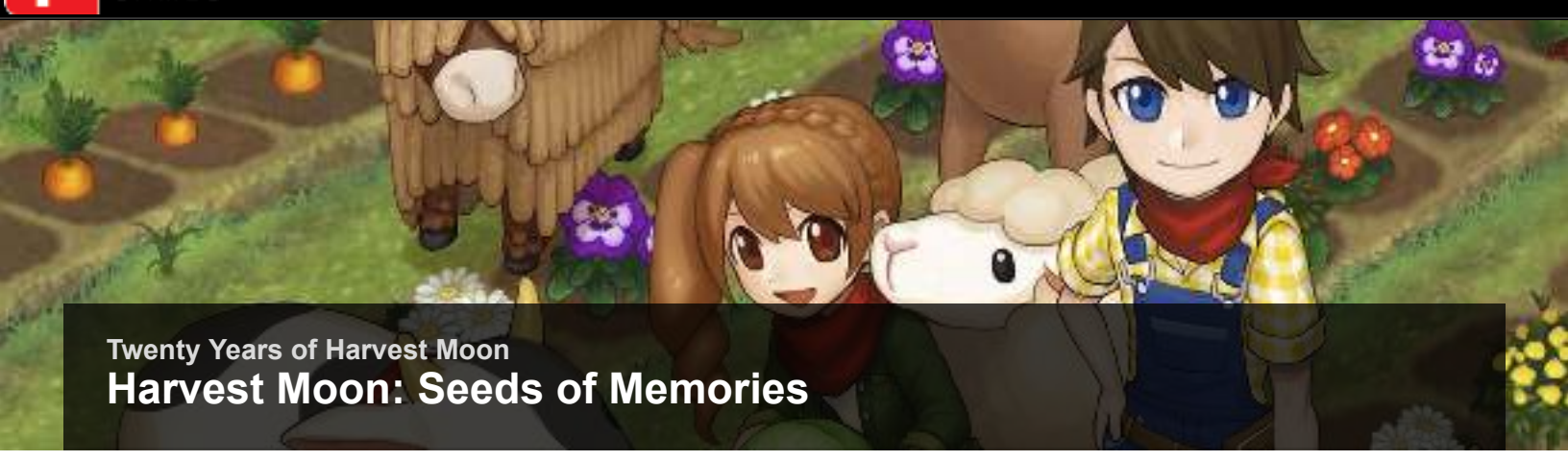
Harvest Moon: The Lost Valley

Release Dates

Platform	North America	Europe
3DS	November 4, 2014	June 2015

If *Harvest Moon: Light of Hope* is your first experience with the franchise, then this is where you should begin to notice the most similarities. *Harvest Moon: The Lost Valley* paved the way for some of the design choices to be made in the coming years, particularly the use of context-sensitive tools. Rather than managing a tool inventory, the game automatically placed the right tool in the character's hand at the right time: an Axe to chop a tree, a Hammer to break a rock, a Watering Can to water dry crops…





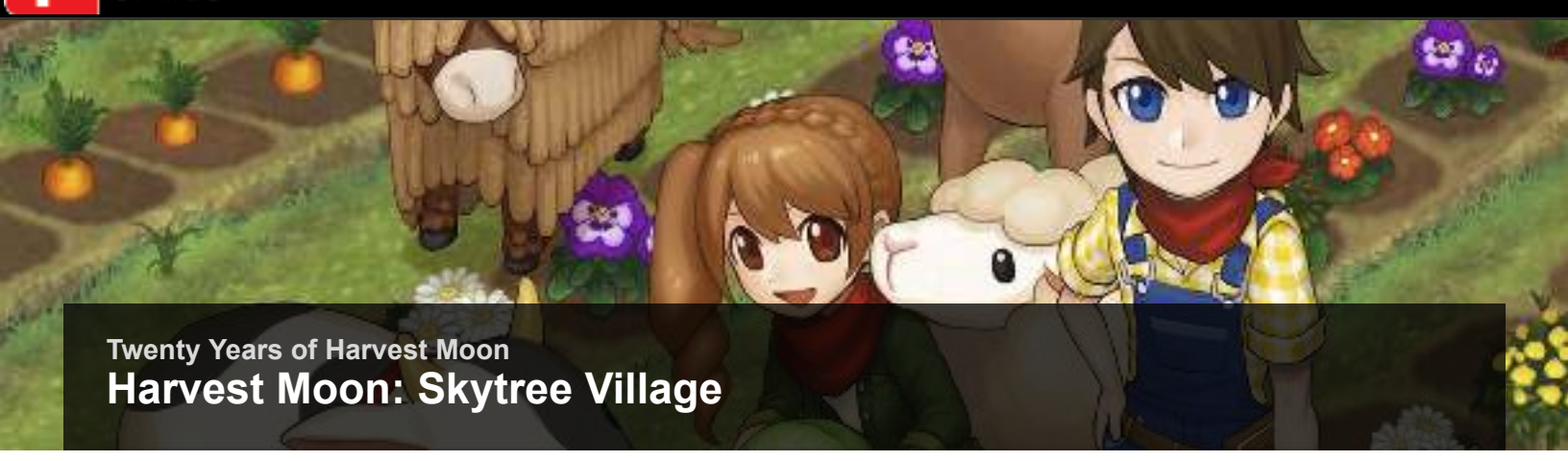
Twenty Years of Harvest Moon

Harvest Moon: Seeds of Memories

Release Dates

Platform	North America	Europe
iOS	January 13, 2016	January 13, 2016
Android	April 18, 2016	April 18, 2016

The first game in the series to make its way to mobile devices, *Harvest Moon: Seeds of Memories* tasked the player with restoring an old farm in an effort to recover the Seeds of Memories needed to help the villagers remember their past. In total, there were 150 different memories to be found and celebrated, thus restoring the memories of the friendships and experiences once held.

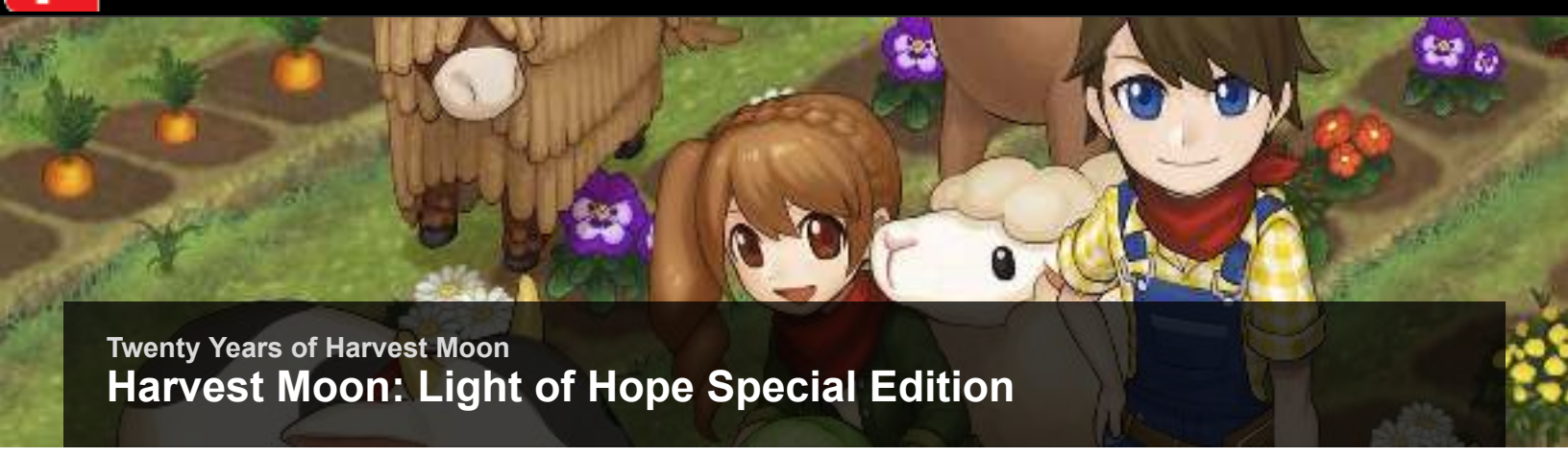


Twenty Years of Harvest Moon

Harvest Moon: Skytree Village

Release Dates

Platform	North America	Europe
3DS	November 8, 2016	June 2, 2017



Twenty Years of Harvest Moon

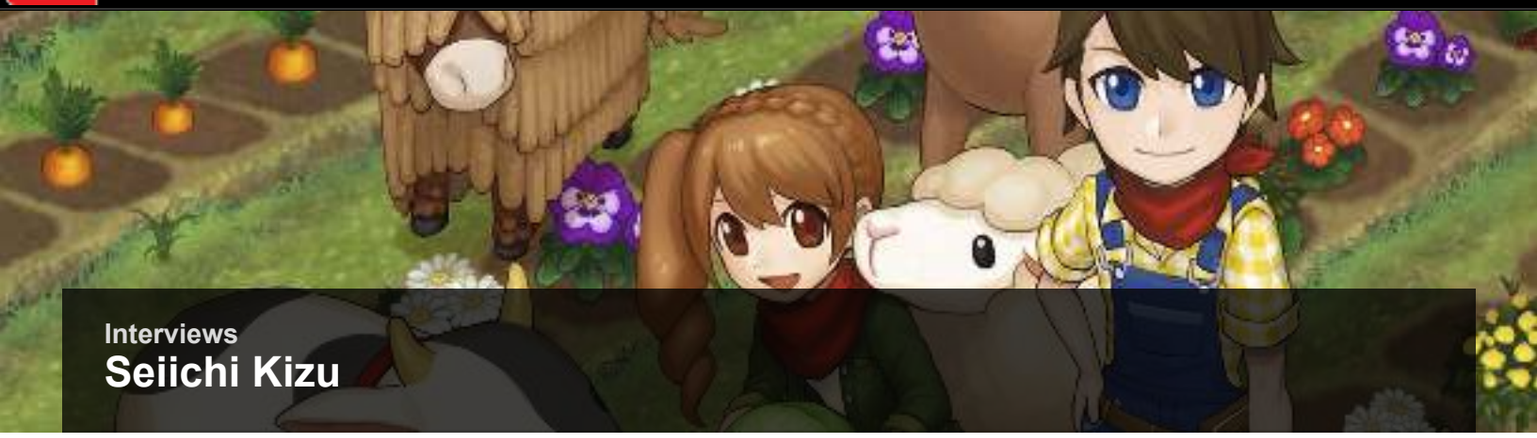
Harvest Moon: Light of Hope Special Edition

Release Dates

Platform	North America	Europe
PC	November 14, 2017	November 14, 2017
PS4, Switch	May 29, 2018	June 22, 2018

Mon Spring 1
10:00 AM
Jeanne
As a doctor, I suggest you rest for the remainder of the day. A good night's sleep will relieve you of your fatigue.

Which brings us to here, *Harvest Moon: Light of Hope*. Originally released for the PC in the winter of 2017, the game received a Special Edition treatment for its console debut in May 2018. This installment contains the same cast of memorable characters from *Harvest Moon: Skytree Village* but brings them to an entirely new location called Beacon Town, where a lighthouse has gone out, the villagers have left, and the Harvest Goddess is in trouble.



Interviews

Seiichi Kizu

Pack-In-Video Co., LTD

Director/Executive Producer: *Harvest Moon*, *Harvest Moon GB*, *Harvest Moon 2 GBC*, *Harvest Moon 3GBC*, *Harvest Moon: Back to Nature*, *Harvest Moon 64*

Harvest Moon

Twenty years ago, during the golden age of sports, fighting, and war games, I wanted to make a relaxing game that everyone from kids to adults could enjoy. At the time, my work and personal relationships were causing me stress, so I wanted to go fishing by the sea, till some fields, and raise some chickens in the relaxing calm of nature.

Because of this, even knowing it was an impossible dream, the feeling that I wanted to make a game involving nature instead became stronger and more and more intense.

Everything in nature has a relationship with everything else on earth. At the same time, we have to do our best not to interfere with nature, as humans impact other living things as well. Therefore, coexistence with nature became one of the themes of Pack-In-Video's production. *Legend of the River King* and *Reel Fishing* were some of the games developed with this in mind.

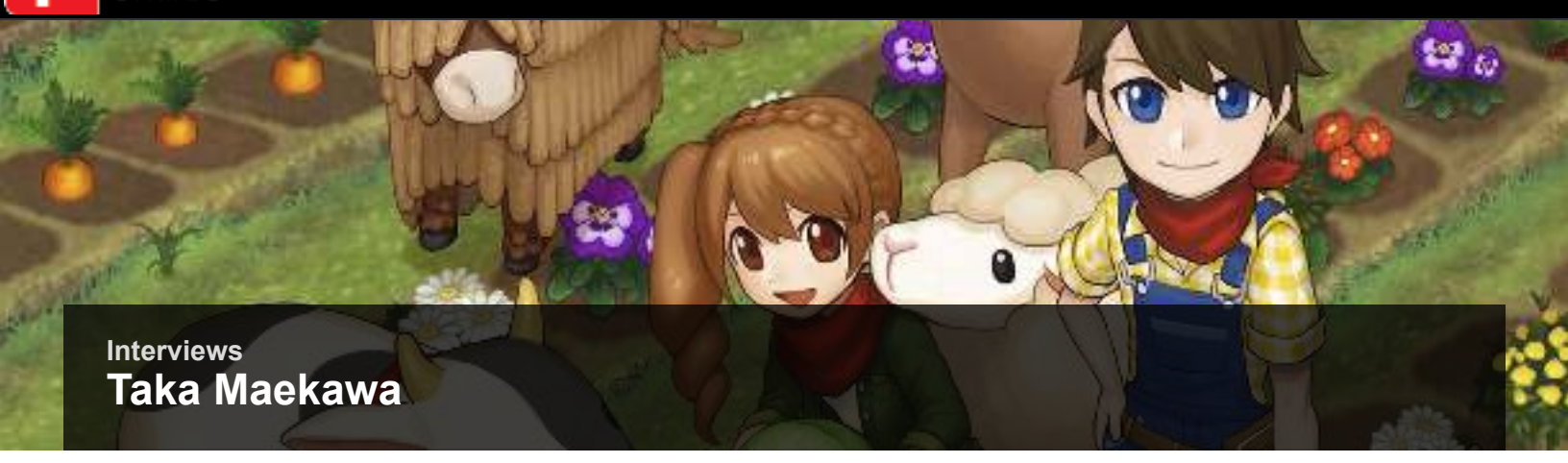
The producer of *Harvest Moon*, Yasuhiro Wada, presented his plan to the head of an external development company. Unfortunately that company went into debt and was no longer an option. Therefore, we had to decide whether we should abandon the project or not. We decided to try to complete the game, and I continued to work with Wada-san, Yamatate-san, and Miyakoshi-san to make this happen.

I would come to the office around 8:00 a.m., and when I opened the door, I would see Yamatate-san and Miyakoshi-san sleeping on the floor. This would continue for many days!

I felt great admiration seeing the dedication the team had completing the game. Finally, after a few months, the project was completed, thanks to Wada-san, Yamatate-san, and Miyakoshi-san's blood, sweat, and tears. With this, *Harvest Moon* was born.

Using *Harvest Moon* as a starting point, take the time in your real life to admire your garden, and plant seeds however you see fit. Use it to see the wonder and greatness of life.

Humans cannot live alone by themselves. Engage in nature in all its forms, and your life will be more fulfilling.



Interviews

Taka Maekawa

Natsume Inc.

Producer/Director: *Harvest Moon: The Lost Valley*, *Harvest Moon: Seeds of Memories*, *Harvest Moon Skytree Village*, *Harvest Moon: Light of Hope*

Taito Corporation

Planner: *Cooking Mama (iOS), Bust-A-Move / Puzzle Bobble (iOS)*

Harvest Moon: Light of Hope

General Game Design

The premise for *Light of Hope* differs substantially from other entries in the series. What inspired the shift to beginning with a character washing up on a storm-ravaged island?

Since this project started as the title to celebrate twenty years of *Harvest Moon*, going back to the roots (the very first SNES version) was the basic idea I had in my mind. Also, at the same time, I wanted to include something different, which became the idea of rebuilding the island.

The task of restoring the island's lighthouse and other buildings serves as both a story quest and elaborate tutorial. How do you hope players balance the need to find the Stone Tablets with the open-ended farming gameplay?

Like you said, restoring the island serves as a tutorial and story quest, which sounds like it is separated from the farming gameplay aspect. However, you'll realize that restoring the island requires a good amount of not only farming but mining, fishing, and foraging, which are the basics of *Harvest Moon*. We aimed for this balance where all of the aspects of the gameplay are connected.

The art style for *Light of Hope* stands out from previous console entries in the series. Can you discuss the shift in style?

Our aim for *Light of Hope* was "Retro-Plus," which is the mixture of the classic gameplay feel and a bit of the modern way of game design. This resulted in the overhead-view gameplay and mixture of 2D background/3D character graphics.

The streamlined interface removes the need to manually swap between tools. What inspired this change in design?

To be simple and user-friendly was the key in coming up with this system. *Harvest Moon* is a farm/life-simulation game where what the player chooses to do results in something rewarding, and I didn't want that to be ruined by pushing the "wrong button."

One of the brilliant aspects of *Harvest Moon* is that it is traditionally as complex or simple as the user wants it to be. How does the development team strike this balance? Can you provide an example of a choice that may have shifted it too far one way or the other?

It is hard to express in text, but *Harvest Moon* has its own game balance. What we always try to do is keep this balance and, at the same time, experiment depending on the title. One example will be like terraforming in *Lost Valley* and *Skytree Village*. For *Light of Hope*, because our aim was getting back to the roots, my goal was to aim for the game balance/gameplay feel of the SNES version.

The music in *Light of Hope* is quite catchy. What was the inspiration for the seasonal songs? What does the composer aim for when creating music for night versus day?

We've been working with the same composer since *Harvest Moon: The Lost Valley*, so the music-making process was pretty smooth. The only difference with *Light of Hope* was all the songs that I picked as samples/references were from '90s game music. For the nighttime music, I wanted a different version of the daytime music (slow, mellow tempo with an ambient feel) so there will be a connection between day and night.

Unlike many other games, *Light of Hope* extends far beyond the credits. What should players aim for once Beacon Town is rebuilt?

It is all up to the player, but what I would suggest is to get to know more about the people in Beacon Town, and eventually find that special someone. *Harvest Moon* is a farm/life-simulation game, and ultimately, your goal is to have a happy life!

Farming Questions

Light of Hope contains nearly two hundred crop varieties. Did development begin with a set number in mind? If not, can you describe the process of adding crop varieties to the game?

Yes, we had a set number in our minds. From there, we first came up with the types of crops, and then settled on how many kinds of mutations each crop should have.

Can you discuss the decision process that went into allowing crops to be grown out of season?

We had many people—not only our customers, but internal staff too—complaining about crops dying when the season changed, so we had to think what we should do for *Light of Hope*.

After a long discussion, we came to the decision of allowing crops to grow out of season, but making it difficult, where they will die easily if they're not taken good care of (watering and fertilizing). We also tied the mutation aspect as well to motivate the player with growing crops in different seasons.

Storms play an interesting role in the game. Can you discuss how the game decides which crops get destroyed?

Storms affects all crops in your fields. However, the amount affected is random.

By the way, a small tip for the Switch/PS4 version: if you use a special type of Fertilizer, you can prevent that crop from being affected by bad weather.

How important are crop-specific Fertilizers when trying to grow mutated varieties? Are they more important than planting pattern?

If those two were to be compared, crop-specific Fertilizer does have a higher chance of mutation.

Fishing Questions

Can you describe the process of deciding which fish species to include, where to place them, and what bait they'll eat?

In *Light of Hope*, the player can fish in both rivers and the ocean, so we started out by deciding what river and ocean fish to include. From there, we narrowed it down to where and how fish can be caught based on the rarity.

Being able to catch two fish at once with upgraded Fishing Rods is great. Is it possible to catch different species simultaneously?

Unfortunately, no…

Townsfolk Questions

Beacon Town has many friendly residents who are new to the series. Are any of the characters influenced by characters from the prior games?

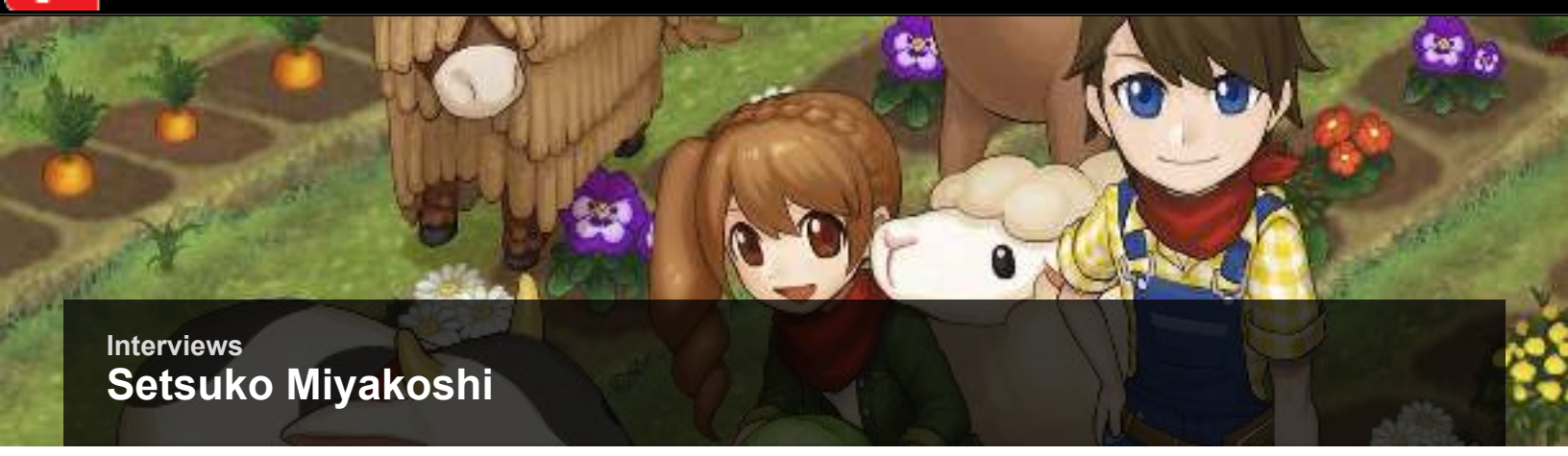
Not particularly. However, since *Harvest Moon* characters have always been friendly, some players might feel some kind of connection with characters in previous games.

Townsfolk requests play a large role in the unlocking progression. What inspired this design choice? Is there any one character's quest tree that should be focused on before the others?

The requests were made to motivate players to gain a deeper understanding of the characters. My recommendation is the Harvest God and Bastian's quests.

Sundays are days of rest in Beacon Town, and the shops are all closed. Can you speak to the motivation for this design choice?

To make Sundays feel different from other days was the aim behind this. As you might know, Sunday has a different time schedule for characters, as well as slightly different text. Basically, just like in real life, we sometimes need a day off!



Interviews

Setsuko Miyakoshi

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Planner/Graphic Designer: *Harvest Moon*

Planner: *Harvest Moon 64*, *Harvest Moon: Save the Homeland*, *Harvest Moon: Magical Melody*, *Harvest Moon: Animal Parade*

Harvest Moon Anniversary Questions

Harvest Moon was unlike any game that preceded it. Can you discuss the inspiration for creating a farming simulation?

The producer of the game, Wada-san, started with the concept of “Let’s create a kind of game we’ve never seen before.” It’s not a game where you have to defeat any enemies, and it had a relaxing feel with a lot of heart. The setting of the farm allows you to find a small bit of happiness each day in your day-to-day life. Also, we tried to eliminate the charts and figures you’d see in a simulation game, and rather showed the action occurring on-screen. That was the main focus during development. I was inspired a lot by *The Legend of Zelda: A Link to the Past*, as I was really into that game at the time. Hitting something with your hammer and seeing an immediate reaction to your action was something I wanted to implement in the game. Also, picking up chickens and lifting them over your head was something that also influenced us, I suppose! (laughs)

Have you ever lived in a farming community or experienced real farming in any way? How has your experience (or dreams about living off the land) inspired your impact on this series of games?

I lived in the countryside, so doing things like working in the fields and cutting up wood for the bath was a part of daily life ever since I was in elementary school. Using tools on the farm like a sickle, hoe, axe, and watering can was easy for me to imagine. I didn’t have any experience raising animals, but the development team and I went to Hokkaido to check out some dairy farms. Connecting with nature and animals really warmed our hearts. At the same time, we learned the responsibility of raising living things and how difficult it can be to manage. I remember I had hard time simplifying the realistic aspect of farm life into an actual game.

Harvest Moon has appeared on a variety of platforms, dating back to the SNES. How did the evolution of video game hardware impact your vision for the franchise?

As the graphics improved and the number of things you could include in the game increased, it was difficult to choose exactly what you wanted to put in the game. I actually think this part was more difficult for the programmers than the game designers.

What began as a farming simulation soon included fishing, mining, and cooking. Can you discuss the inspiration to include these additional activities?

I thought it would be boring to do the same thing over and over again, so fishing and mining were added as kind of a respite from the usual work. As for cooking, it’s obviously an essential part of our lives, and I thought it was more interesting than just shipping the crops and animal products for money. I think being conscious of the female players helped us in this regard.

Were there any other activities you considered adding to the game, but ultimately didn’t? Why?

There was an idea about digging up soil to do pottery, which I personally wanted to do very much, but the cost of adding that feature would have been too much. We also thought about making the romance and marriage aspect more realistic, and even thought about including divorce. However, in the end, we decided to keep a lighthearted feel to the game.

The original *Harvest Moon* included just four crops, whereas later installments included well over a hundred varieties. What goes into deciding how many crops to include? Are there reasons for choosing specific crops?

I thought about crops that would look nice in your fields, like bright red tomatoes and purple eggplants, and also having crops that really gave you the sense of the season. Due to things like greenhouse farming, it may be harder to think of a crop as growing only in a certain season, but I tried to do this as much as possible.

Harvest Moon is famous for including numerous secrets. Have you ever worried some would never be found? What are your favorite secrets in the series?

My favorite hidden element in the *Harvest Moon* series is in *Harvest Moon: Animal Parade*—the detail the graphic artists gave to objects that you couldn’t see unless you zoomed in on them. It didn’t have anything to do with the gameplay, but it was nice to look at.

Do you have a favorite *Harvest Moon* game in the franchise? What about a favorite event o r character?

Harvest Moon 64 has a special place in my heart, so it’s probably my favorite. My favorite character is probably Popuri, the girl who works at the flower shop. My favorite events are the Blue Mist Flower event and dance events. I like anything with fantastical colors.

How does it make you feel to know that this interview will be included in a book celebrating the twentieth anniversary of a franchise you have been a part of? Why do you feel that this series has had such a lasting impact?

First of all, I sincerely thank all the players who love this series, and who have supported it through all these years! There were many difficulties, such as delays and debt, during the development of the first game for the Super NES, and we sometimes wondered if the game would ever be finished at all! Even after it was decided to continue development at Pack-In-Video, I thought, “I wonder if the company president will be angry at me… I should apologize to him, because it will cost more time and money!” Instead, he completely supported us! It made me very happy.

We slept at work every day and didn’t go to bed until 3:00 a.m. during development. When I would wake up in the morning, the company president, Kizu-san, and the rest of them would already have their computers on in the dark, and when I tried turning on the lights, they would say to me, “No, you still need some more rest!” I will never forget how concerned they were about me. Wada-san, the producer, encouraged me many times. For the people who helped get the series started, for the players who were waiting for the game to come out, I was able to do my best and make it happen. Many years after the game came out, I saw a video where a player said they became a farmer because they played the game when they were little. I was speechless!

I am truly grateful. The series has lasted this long thanks to the players. I hope it continues to be loved for many years to come.